

# Generating Code for Embedded Systems

## Generating Code for Embedded Systems

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## ABOUT THIS MANUAL

The *Generating Code for Embedded Systems* manual provides the information you need to use RapidPLUS's C code generation features. It refers to information presented in the *Rapid User Manual*, *User Manual Supplement*, and *Methodology Guide: Building Applications for Embedded Systems*.

This manual comprises the following chapters:

- Chapter 1: “RapidPLUS and C Code Generation” is an overview of the RapidPLUS code generation process.
- Chapter 2: “Application Design Guidelines” discusses how to design the architecture of a RapidPLUS application that is going to be generated as an embedded application.
- Chapter 3: “Interfacing with Generated User Objects” explains in detail how to build the part of the RapidPLUS–embedded system interface layer that implements generated user objects in the embedded system context.
- Chapter 4: “The Application Programming Interface (API)” describes the API libraries that RapidPLUS makes available to the embedded system integrator. These libraries are used when the single-task API is selected.
- Chapter 5: “Integrating an Application” presents a detailed example of integrating a generated application into an embedded system environment.
- Chapter 6: “Integrating Graphic Displays” deals with the embedded graphic display—its architecture, its principles of operation in the embedded system context, and how to integrate the RapidPLUS-generated object with the system’s physical display device.
- Chapter 7: “Splitting the RapidPLUS and Graphic Tasks” explains how to build an application and interface layer so that the graphic operations can be split from the main task and placed in a separate task.
- Chapter 8: “Multiple Application Support” describes the methodology for developing RapidPLUS applications that will be linked together and the multitask API.
- Chapter 9: “Optimizing Application Performance” discusses how to build the RapidPLUS application logic so as to optimize the performance (that is, memory usage and speed of execution) of the embedded application.
- Chapter 10: “Using the Code Generator” explains code generation preference settings and what happens during the code generation process.

- Appendix A: “Glossary” presents a glossary of terms relevant to RapidPLUS and C code generation.
- Appendix B: “Installed Code Generation Files” presents the folders that are installed when RapidPLUS is installed that relate to C code generation.
- Appendix C: “Generated and Nongenerated Objects” lists the RapidPLUS objects that can be generated.
- Appendix D: “Memory Usage” describes which generated RapidPLUS data is stored in ROM and which is stored in RAM.
- Appendix E: “Errors, Warnings, and Messages” presents information that appears when generating code and runtime error messages.
- Appendix F: “RapidPLUS Object Manipulation Functions” describes functions that can be used for manipulating RapidPLUS objects that are passed as parameters by exported functions.
- Appendix G: “GDL and Format Driver API” describes functions that are available through the graphic display library.
- Appendix H: “Driver Examples” presents two low-level driver files.
- Appendix I: “Compilation Defines” describes the RapidPLUS compilation define flags.
- Appendix J: “Description of Example Application” presents an example application that illustrates code generation issues.

## CONVENTIONS USED IN THIS MANUAL

RapidPLUS’s documentation uses the following conventions:

- “Choose File|Save Application” means to select the Save Application command from the File menu.
- Names of properties, functions, and events appear in italic characters:  
*rp\_d\_PrivInitTask*
- Complete phrases of RapidPLUS logic appear in bold, sans serif characters:  
**TimerObject resetCount**
- C code appears in monospaced characters:  
`RINT rp_d_PrivInitTask(User_ErrorFunc errorFunc);`

# *RapidPLUS and C Code Generation*

The RapidPLUS prototype development tools produce a fully-functioning virtual prototype of an embedded system—with an emphasis on modeling the system’s man-machine interface (MMI). This virtual prototype runs in the Microsoft® Windows environment only.

With C code generation, it is possible to transform the virtual prototype into an executable RapidPLUS application that runs on a real embedded system. In a typical multitasking embedded system, the generated RapidPLUS application, or the RapidPLUS task, would run the system’s man-machine interface task.

This chapter presents:

- How C code generation benefits the product development cycle.
- Terms and concepts that are basic to code generation in RapidPLUS.
- An overview of the C code generation environment, with an example.
- The basic steps of a typical code generation process.

## RAPIDPLUS CODE GENERATION BENEFITS

### *Shorter development cycle*

In the RapidPLUS paradigm, the initial virtual prototype is independent of the embedded system's specific hardware and software requirements. Thus, a RapidPLUS specialist can develop the RapidPLUS prototype at the same time that the embedded system integrator designs the system architecture.

When these concurrent tasks are completed, it is a relatively simple matter for the RapidPLUS specialist to adapt the RapidPLUS application so that it can be integrated seamlessly into the embedded system environment.

❖ *NOTE: Once C code is generated, the embedded system integrator adds a thin interface layer by writing code that facilitates two-way communication between the generated RapidPLUS application and the underlying embedded system.*

### *Optimized code*

The code that RapidPLUS adds to the embedded system software is particularly sensitive to the storage, memory usage, and performance needs of embedded systems. In addition, because the generated code is easily ported to many platforms, the system designer can delay decisions concerning the embedded system's processor and real-time operating system.

### *Ease of debugging*

RapidPLUS provides a code generation API (application programming interface) whose functions can be called from the interface layer. Using the debug API, the generated RapidPLUS application can be monitored in terms of RapidPLUS modes, transitions, and objects as it runs on the target platform.

Possible configurations, for example, would be to send the RapidPLUS debug information to the embedded system's debugger or to an ASCII terminal. These debug facilities are conducive to iterative development, promoting earlier and less costly error reduction.

## CODE GENERATION TERMS AND CONCEPTS

This section defines terms and concepts that are basic to C code generation in RapidPLUS. The section, “The ABCs of Creating an Executable RapidPLUS Application” on p. 1-6, shows how these elements come together to create the embedded RapidPLUS application.

❖ *IMPORTANT: The C code produced by RapidPLUS complies with the ANSI C standard. ANSI C refers to the American National Standard for Information Systems Programming Language C, ANSI X3.159-1989. The ISO standard representing ANSI C is ISO standard (ISO/IEC 9899:1990).*

### Embedded System

An **embedded system** is hardware and software that is part of a larger system and functions without human intervention. A typical embedded system consists of a single-board microcomputer with software in ROM, which starts running a special-purpose application program as soon as it is turned on and does not stop until it is turned off.

An embedded system typically has to provide real-time response and may or may not include some kind of operating system. A multitasking embedded system can run several applications (tasks) simultaneously. Each application has its own memory space, and means are provided for communication among the tasks.

### Code Generator

The **Code Generator** is a RapidPLUS module that produces a header (\*.h) and a program (\*.c) file for the currently loaded RapidPLUS application and each of its user objects. These C source code files translate the RapidPLUS objects, modes, transitions, triggers, and activities from their native RapidPLUS syntax into C data structures and functions.

### Microkernel

The C source code files alone are not sufficient for running the RapidPLUS application in the embedded system. The compiled C source code files must be linked to the RapidPLUS **microkernel**—the virtual machine that runs the generated application on the target platform.

The embedded microkernel is a library that implements the embedded state machine and the RapidPLUS object methods, for those objects supported by

code generation. The microkernel ensures that the generated RapidPLUS application behaves identically to the original RapidPLUS application.

❖ *NOTE: RapidPLUS provides the microkernel library for the embedded system's processor and compiler.*

## User Objects and Code Generation

**User objects** are RapidPLUS applications that have been built with an interface so they can be used as encapsulated objects inside another RapidPLUS application (called the parent application). The parent application sees the user object like any other RapidPLUS object.

A user object's interface to the parent application is comprised of exported properties, exported events, exported functions, and messages (structure unions). Exported properties, events, and functions are described in the *Rapid User Manual*. Messages are described in the *User Manual Supplement*.

In the code generation context, the parent application represents the embedded system's RapidPLUS task while its user objects represent "real-life" components or modules, such as keypads, switches, displays, or protocol stacks. The **interface** between the parent application and its user objects represents the interface between the RapidPLUS task and the rest of the embedded system. **Inputs and outputs are defined in terms of the parent application.**

When it comes time to generate the application, you can choose to generate a user object in one of several ways. Let's look at two ways. You could generate the user object in its entirety (including its objects and internal logic) or as a **generated interface**. In the latter case, the Code Generator ignores the objects and internal logic of the user object and generates **only** the user object's interface to the parent application.

### *Example*

In the RapidPLUS prototype of an embedded system that includes a keypad and an LCD display, you would build:

- A keypad user object (with RapidPLUS pushbuttons) that triggers an appropriate exported event in the parent application each time a key is pressed.
- An LCD user object (with a RapidPLUS text display) with an exported user function that displays a string passed as an argument when the function is called by the parent application.

In the real-life embedded system, however, the RapidPLUS objects that were essential in the simulation environment (such as the pushbuttons



and the display) are no longer relevant. They are replaced by actual hardware components. Thus, you would generate both user objects as interfaces only.

In the design of the embedded system software, you would ensure that each time a hardware key is pressed, a system message is sent to the RapidPLUS task. The system message triggers the appropriate exported event of the keypad generated interface.

The exported event then triggers the same logic in the embedded RapidPLUS application as it did in the simulation environment—that is, it calls the user function of the LCD generated interface in order to show the appropriate digit on the real-life display.

## Interface Layer

Read the last sentence of the previous paragraph one more time.

How is it possible that a user function written for a RapidPLUS display object could cause a digit to be displayed on an unknown hardware module?

The answer lies in the **interface layer** that is implemented by the embedded system integrator and comprises all user code that links the RapidPLUS task to the embedded system software. The interface layer must ensure that:

- Output from the RapidPLUS task is meaningful to the underlying embedded system.
- Input to the RapidPLUS task is translated into structures understood by RapidPLUS.

Much of the output from the RapidPLUS task originates from exported functions of user objects generated as interfaces only. RapidPLUS generates exported functions as empty functions. In the user object's generated source code file, the embedded system integrator writes C code that implements these functions in terms that are meaningful to the embedded system.

In the example given in the previous section of a user function that displays a string passed as an argument, the embedded system integrator must write the C code required by the system's specific LCD driver in order to display the appropriate digit.

RapidPLUS-supplied object manipulation functions facilitate writing the C code for RapidPLUS objects passed as arguments to exported functions. These functions are described in Appendix F: "RapidPLUS Object Manipulation Functions."

The interface layer also manages system inputs into the RapidPLUS task. This part of the interface layer may be written in any file or files, as long as these file(s) are compiled together with the generated source code files.

RapidPLUS provides an application programming interface (API) whose functions can be called from the interface layer. Through these functions, you:

- Initialize, start, and end the RapidPLUS task.
- Update the RapidPLUS timer objects.
- Implement system responses to RapidPLUS runtime errors.
- Debug the RapidPLUS application as it runs on the embedded system platform—in native RapidPLUS terms of objects, modes, transitions, and activities.

These functions are described in Chapter 4: “The Application Programming Interface (API).”

## The ABCs of Creating an Executable RapidPLUS Application

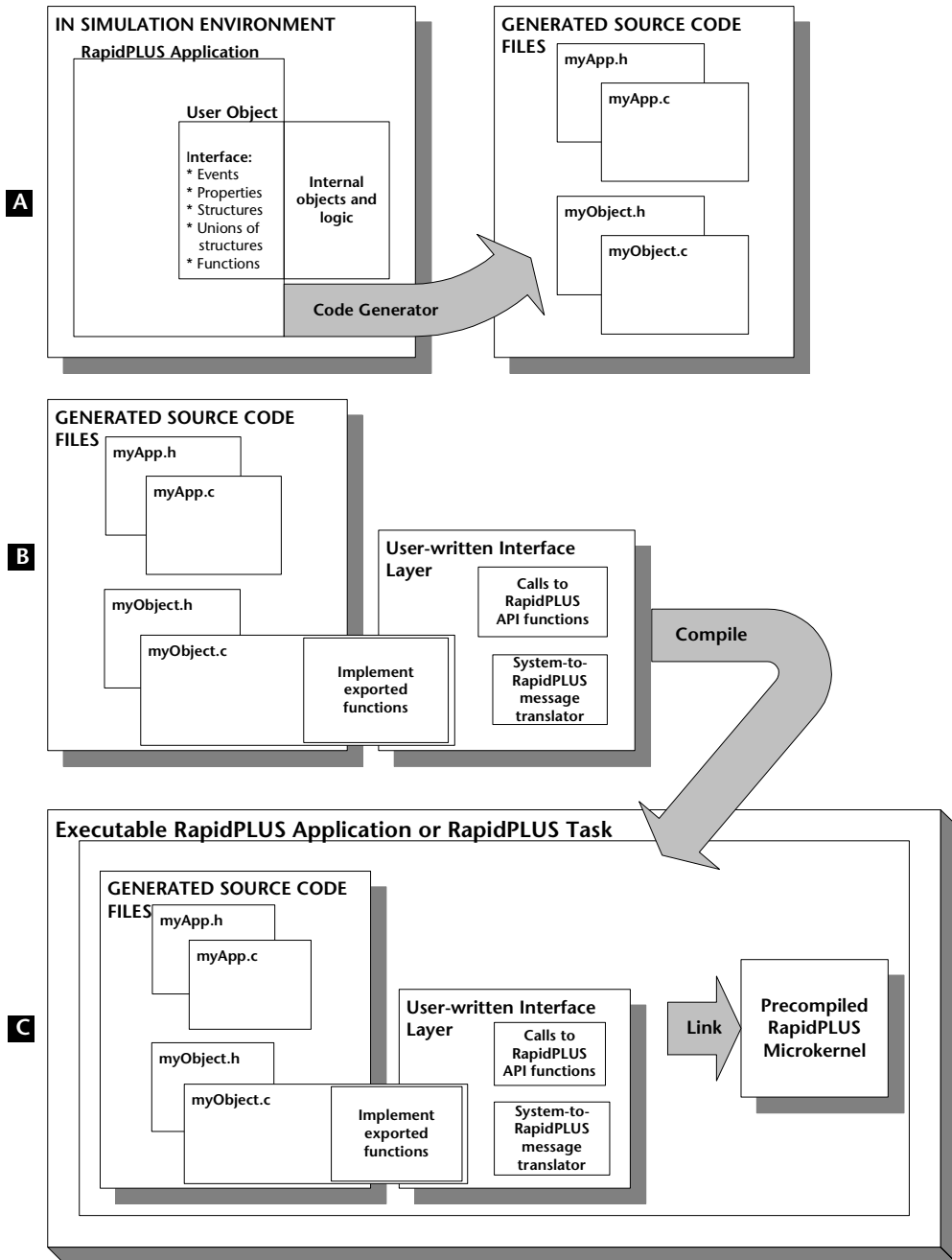
The illustration on the following page shows how the elements described in the previous section come together to create an executable RapidPLUS application (the RapidPLUS task).

**The code generation process can be summarized as follows:**

- A** The Code Generator translates the RapidPLUS application and each of its user objects into C source code files. In this example, the user object is generated as an interface only.
- B** The embedded system integrator writes a thin interface layer, ensuring that the functions of user objects generated as interfaces only are implemented in terms meaningful to the embedded system, and system messages are translated into the data structure understood by RapidPLUS.

Calls to RapidPLUS-supplied functions and macros initiate and start the RapidPLUS task, pass system messages, and update its timer objects.

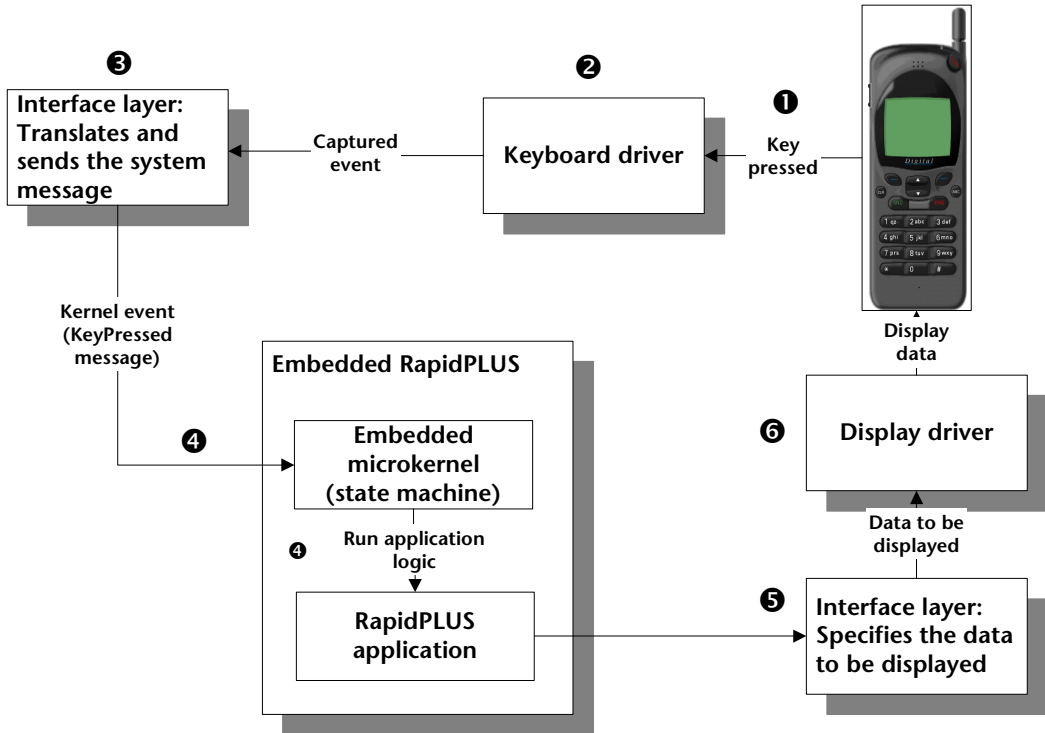
- C** Using the embedded system’s compiler and linker, the generated source code files and the interface code are compiled and then linked with the precompiled microkernel. The result is an executable RapidPLUS application (the RapidPLUS task) which is, in turn, linked with the rest of the embedded system software to create an executable image for downloading to the target platform.



## EXAMPLE OF EMBEDDED RAPIDPLUS IN ACTION

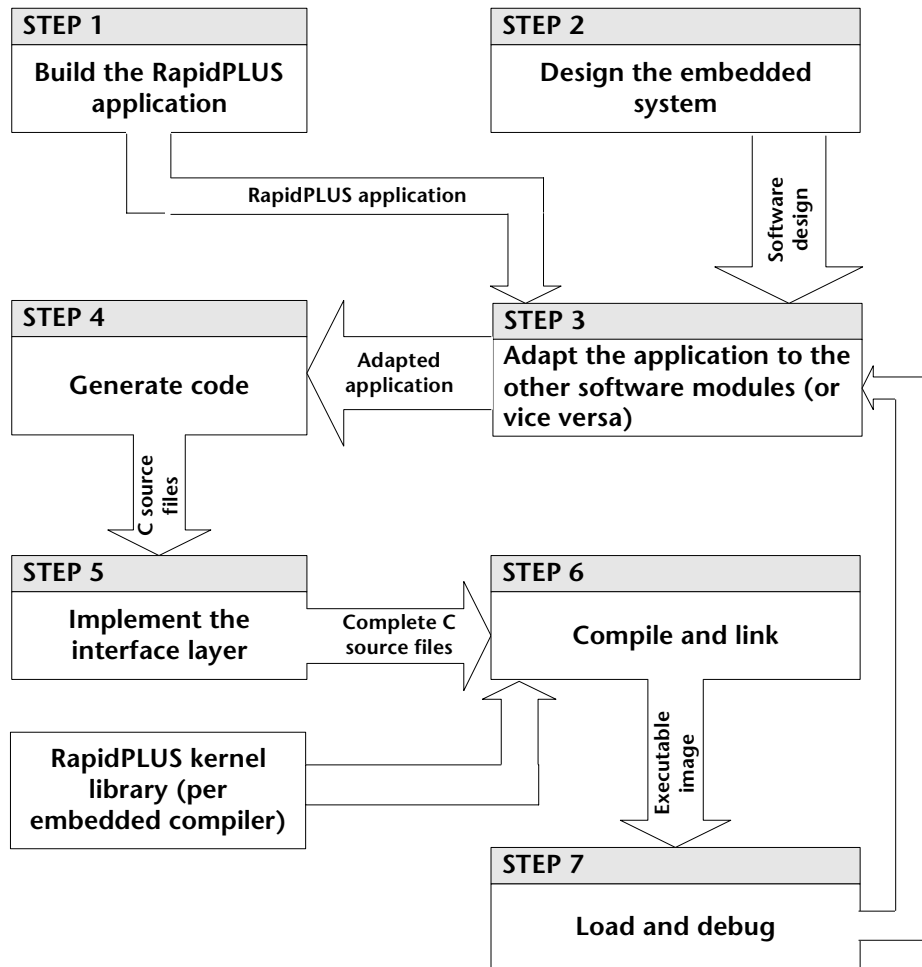
The illustration on the following page uses a key press on a cell phone to illustrate one possible way that a generated RapidPLUS application might function within an embedded system.

STEP	DESCRIPTION
① and ②	The user presses a hardware key on the cell phone and the result is captured by the keyboard driver.
③	Based on the interface code written by the embedded system integrator, the interface layer forwards the hardware request by calling a RapidPLUS-supplied macro.
④	<p>The state machine in the microkernel reads the message and invokes the appropriate RapidPLUS application logic.</p> <p>For example, the RapidPLUS event <i>key_Call in</i> may trigger an internal transition which, in turn, calls the exported function <i>displayKey: &lt;pushbutton index&gt;</i> in a user object named <i>Display.udo</i>. The output of the function call is to display an appropriate string at a specific location in the LCD display.</p>
⑤	Based on the interface code written by the embedded system integrator, embedded RapidPLUS calls the display driver entry point that knows exactly how the string is to be displayed on the specific hardware LCD display.
⑥	The display driver displays the string.



## EMBEDDED APPLICATION DEVELOPMENT, STEP BY STEP

The development of the embedded RapidPLUS application is a cooperative effort between the RapidPLUS application designer, the embedded system designer, and the embedded system integrator. Although the process will differ from company to company and from product to product, the following steps and diagram describe a typical development process in general terms.



## Step 1: Build the RapidPLUS Application

You start the development process by building your application, in its entirety, in RapidPLUS. Whatever is known of the embedded system design should be incorporated into the design of the RapidPLUS application. However, it is certainly possible to build the RapidPLUS application **before** the detailed hardware and software requirements of the target embedded system have been finalized.

## Step 2: Design the Embedded System

This step can be carried out in parallel with Step 1, but must be completed before you go on to the subsequent steps. You must clearly define the architecture of the embedded system software in general, and its interface to the RapidPLUS task in particular.

## Step 3: Adapt the RapidPLUS Application

At this stage, you have to adapt the RapidPLUS application so that the interface between the application and its component user objects reflects the interface of the RapidPLUS task with the other software modules of the embedded system.

## Step 4: Generate Code

To produce C source files for your RapidPLUS application, specify code generation preferences using the Code Generation Preferences dialog box and then generate code using the Code Generation Status dialog box. A `.c` file and an `.h` file are produced for the main application and for each of its user object.

For detailed instructions on setting code generation preferences and starting and monitoring the code generation process, see Chapter 10: "Using the Code Generator."

## Step 5: Implement the Interface Layer

The embedded system integrator must implement the interface layer by writing code that facilitates the two-way communication between the RapidPLUS task and the rest of the embedded system software. This step is described in the section “Interface Layer” on p. 1-5.

In the cell phone application that is described in the section “Example of Embedded RapidPLUS in Action” on p. 1-8, for example, the embedded system integrator must write code that:

- Converts the event of a hardware key being pressed to an input event understandable to the embedded RapidPLUS application; and
- Translates the RapidPLUS application output (for example, a string to display on an LCD) into functions or messages meaningful to the Display task of the embedded system.

## Step 6: Compile and Link

You now use the embedded system compiler to compile the C source code files (that is, the generated RapidPLUS application files and the various interface files, if any). You then link the compiled files with the precompiled microkernel and other embedded system software files, to produce an executable image. In a multitasking environment, RapidPLUS is compiled to a single task.

❖ *NOTE: If you want to debug the generated RapidPLUS application in the target environment, you must link the compiled files with the precompiled debug microkernel.*

## Step 7: Load and Debug

Load the executable image into the target environment, or a simulated environment on the host, and test the application within the embedded system.

e-SIM supplies a library of debug functions in order to facilitate monitoring the execution of the embedded RapidPLUS application in terms that are native to RapidPLUS, that is, objects, modes, transitions and activities. These functions are supported by the precompiled debug microkernel, as noted above. You could, for example, write a function that sends the RapidPLUS debug information to the embedded system’s debugger, or, alternatively, displays it on the embedded system’s display. For a detailed discussion of the debug functions, see “Debug API” on p. 4-20.



# *Application Design Guidelines*

The RapidPLUS specialist can build a fully-functioning prototype of the embedded system without knowing the embedded system's specific hardware and/or software requirements. The prototype design, however, should anticipate the embedded system architecture as much as possible.

This chapter discusses design issues that you should consider when building a RapidPLUS application for C code generation.

This chapter presents:

- The role of user objects in an application's architecture.
  - User object generation formats.
  - General guidelines for implementing user objects.
  - A detailed example of how to build an appropriate application architecture.
- ❖ *NOTE: For a detailed and comprehensive discussion of application architecture and development, read the "Methodology Guide: Building Applications for Embedded Systems."*

## IMPLEMENTING USER OBJECTS

When we talk about the RapidPLUS application's architecture, we are concerned with the following issues:

- Which objects and logic should be encapsulated into generated interfaces: The parent application, as well as its user objects which are to be generated with internal objects and logic, should include only those objects and logic that are directly relevant to the RapidPLUS task on the target system; all other embedded system modules should be encapsulated into user objects which will be generated as interfaces only.
- How should the user object be generated: A user object can be generated in its entirety—that is, interface plus internal objects and logic, or it can be generated as an interface only. The exported events, properties, messages (that is, structure unions) and functions of these generated interfaces facilitate the interface between the RapidPLUS task and the other embedded system tasks and modules. Graphic display user objects can be generated as separate tasks from the main RapidPLUS task. For detailed information, see Chapter 7: “Splitting the RapidPLUS and Graphic Tasks.”
- How these user objects interface with the parent application: In the case of user objects which are to be generated as interface only, its interface to the parent application should reflect the interface of the equivalent embedded system module to the RapidPLUS task.

In this section you will read about:

- The user object generation formats at your disposal.
- The various roles which user objects can play in the generated RapidPLUS application.
- How to match the appropriate user object interface and generation format to the intended user object role.

### User Object Generation Formats

The user object generation method is defined in the Components tab of the Code Generation Preferences dialog box (see pp. 10-18 to 10-20). The generated results of the two main generation options, that is, generated interface vs. generated with internal objects and logic, are summarized in the following table.

GENERATED WITH OBJECTS AND LOGIC	GENERATED AS INTERFACE ONLY
Separate <i>.h</i> and <i>.c</i> files are generated, including data on the user object's (generatable) objects, modes and internal logic.	Separate <i>.h</i> and <i>.c</i> files are generated, with data <b>only</b> on the object's interface, that is, its exported properties, events, unions and functions.
No direct interface to the embedded system.	Interfaces with the embedded system via interface layer.

In both cases: The user objects interface with the embedded parent application via exported properties, events, unions and functions—just as they would in the development platform.

For an in-depth discussion of the various code generation formats, refer to the *Methodology Guide: Building Applications for Embedded Systems*.

## General Design Considerations

When designing the application–user object architecture, you must choose the most appropriate format for each component. Is it more appropriate for the user object to interface with the main application via exported properties, and events or via messages (that is, structure unions)—or a combination of all three?

Your design should also take into account how the user object is going to be generated. Will you generate the entire user object, including its objects and internal logic, or its interface only?

What follows is a discussion of some of the more common roles filled by user objects and which user object format is best suited to each role.

❖ *NOTE: For a detailed discussion of user objects and application architecture, refer to the Methodology Guide: Building Applications for Embedded Systems.*

## Controlling Data and Signal Inputs/Outputs

An embedded system may include tasks that exchange data with the RapidPLUS task or send signals to it. Some examples are:

- An LCD, which receives data output to display.
- A keypad, which sends user events via signals.
- A system power switch, which sends user events via signals.
- A system clock, which sends the system time.

When building the RapidPLUS application, the most effective way to represent such hardware and software modules are user objects with an interface of exported properties, events, and functions. Because the user object's objects (and the internal logic that drives them) have "real-life" equivalents in the embedded system, the embedded RapidPLUS application only needs to know that such embedded system components exist and how the RapidPLUS application interfaces with them. Thus, they should be generated as interface only.

Using as an example a cell phone where the RapidPLUS task is the man-machine interface, the RapidPLUS application would include a keypad user object comprising various RapidPLUS pushbuttons. Its interface would consist of:

- An exported event (*keyPressed*), triggered when any key is pressed.
- An exported integer property (*keyID*) that identifies each key that is pressed. The user object's internal logic would ensure that each time a key is pressed the appropriate value is written to *keyID* and the *keyPressed* event is triggered.

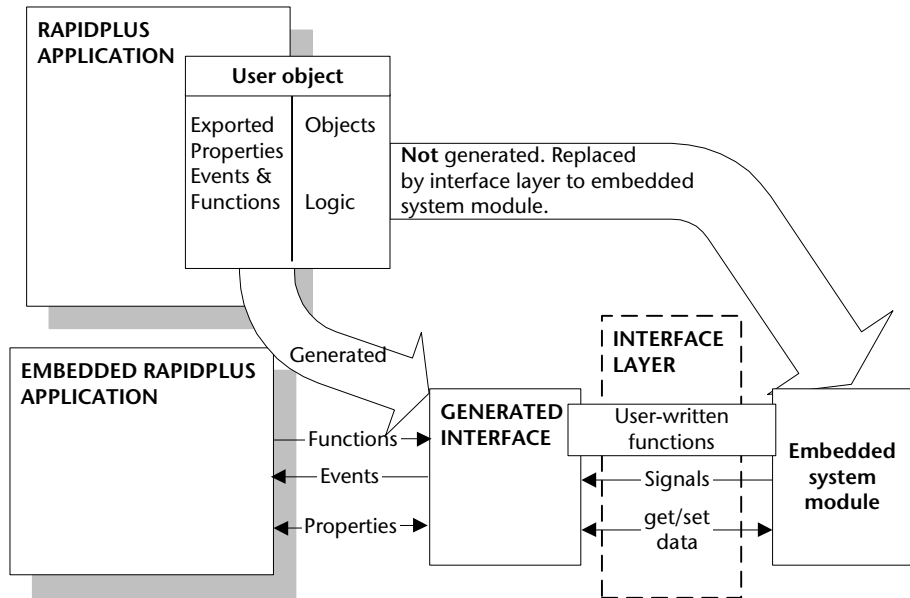
In the parent application, the user object's exported event and exported property could be used in a series of compound triggers, as follows:

**Keypad1 keyPressed & Keypad1.keyID = <one of the possible key IDs>**

Each trigger would perform the expected actions for this combination of event and value, such as, for example, displaying the appropriate character or digit on the LCD display, or sending a request to the communications protocol.

In the "real-life" embedded system, however, the user object's objects (and their logic) are replaced by a hardware keypad consisting of keys and software that drives them. What is important, then, is the keypad's interface to the RapidPLUS application (that is, to the MMI task). Thus, the keypad user object should be generated as an interface only.

The following diagram shows how the generated property-event interface fits into the embedded system environment. The interface layer, implemented by writing user code and by calling RapidPLUS-supplied functions, integrates the generated interface and the embedded system. For implementation details, see Chapter 3: “Interfacing with Generated User Objects.”

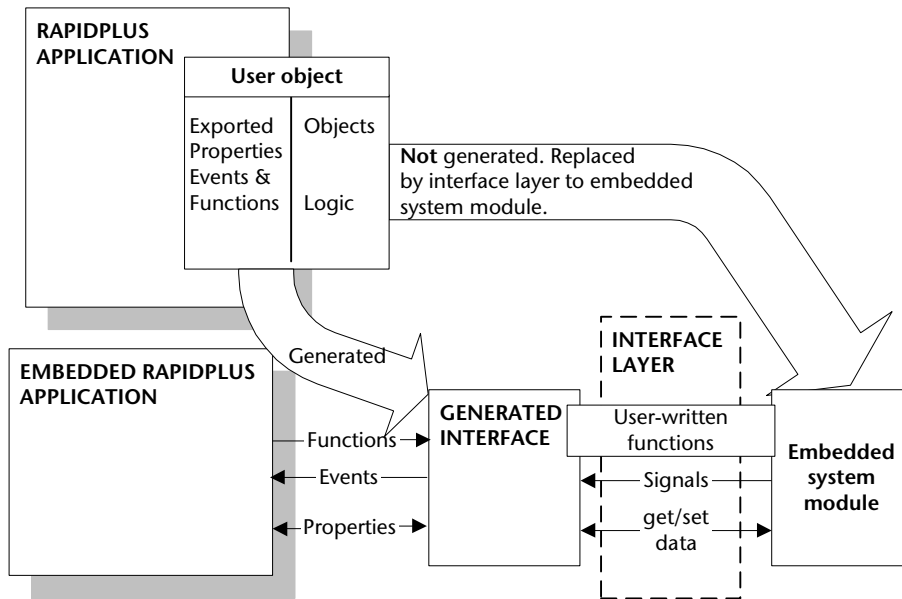


## Transmitting Message Structures

Some embedded systems implement intertask communication via structures. In these cases, the most effective way to represent the embedded system tasks are user objects with an interface of exported messages.

Each message is generated as a union of C structures, in which only one structure can be active at any time. Since only their interface is required in the RapidPLUS code, these user objects should be generated as interface only.

The following diagram shows how the generated message interface fits into the embedded system environment. The embedded RapidPLUS application can send a structure to the embedded system, via a *send* function implemented by the designer in the generated interface's program file. The embedded system module can send a structure to the embedded RapidPLUS application, via a call in the interface layer to a RapidPLUS-supplied macro.



For a detailed discussion of user objects with messages, refer to the chapter “User Objects with Messages” in the *User Manual Supplement*. For a detailed discussion of implementing generated message interfaces, see “Implementing Exported Unions” on pp. 3-14–3-20 in this manual.

---

## Working with nongenerated objects

RapidPLUS does not generate code for primitive objects, all graphic objects except the graphic display object, and some nongraphic objects as well. Of those objects that are generated, some functions are not supported. Therefore, these nongenerated objects should only be used in user objects which are to be generated as interfaces only.

For a complete list of generated objects and nongenerated functions, see Appendix C: “Generated and Nongenerated Objects.”

❖ *NOTE: During code generation, a warning is issued that a nongenerated object or function has been encountered and ignored. It is very likely that the embedded RapidPLUS application will not behave as expected due to the absence of these elements.*

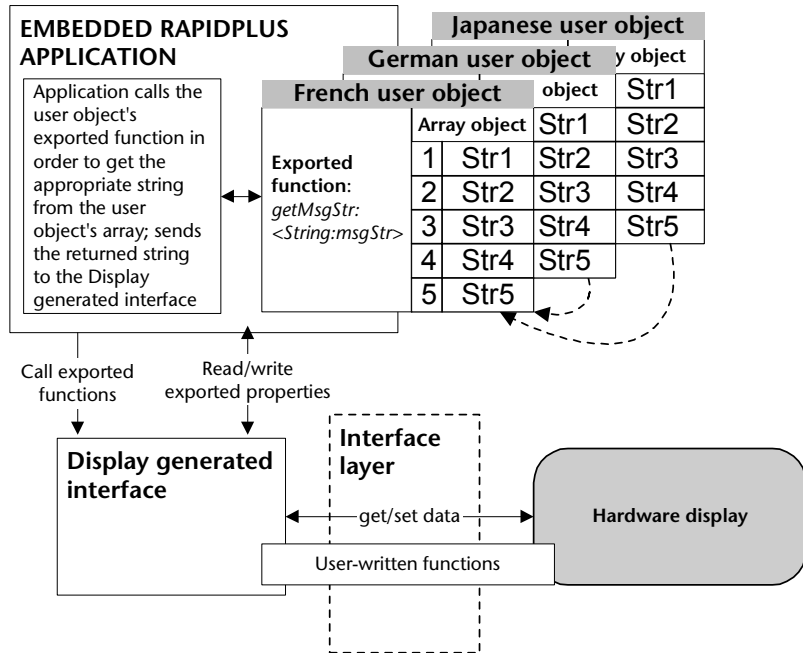
---

### Holding Constant Data

User objects can also be used to simulate structures of unchanging data which are normally stored in the embedded system’s read-only memory. A good example would be a user object that holds an array of message strings used by an LCD display.

If your system must be localized, you could build a separate user object for each supported language. The array’s structure remains the same in each user object so the application–user object interface does not need to be changed—but the message strings themselves would be in the appropriate language. For each country, you would simply generate the RapidPLUS application with the appropriate user object.

The following schematic illustrates this kind of usage of a generated user object, in conjunction with a display user object generated as interface only:



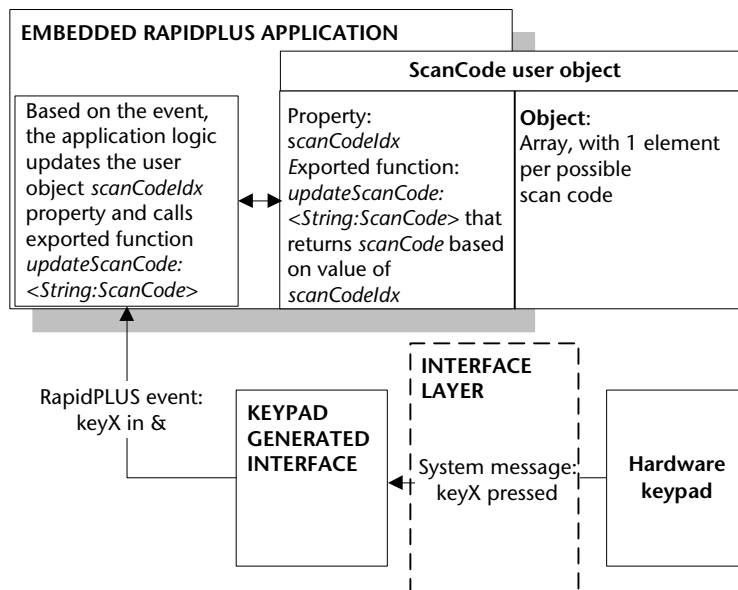
In these cases, the user object’s nongraphic data objects (usually arrays) must be included in the generated code. Thus, the entire user object should be generated (and not just its interface).

The generated user object interfaces with the embedded RapidPLUS application exactly as the user object interfaces with the parent application when the application is running in the Prototyper. **It is important to note, however, that the underlying embedded system has no direct interface to a generated user object.**

## Implementing Complex Functionality Outside of the Application

For reusability and maintenance reasons, it is sometimes beneficial to encapsulate application logic in a user object. For example, you may have a system with an alphanumeric keypad, where each key has several possible values: a digit and three characters, both lower and upper case. The keypad itself is a user object, generated as interface only, that sends an event each time a key is pressed. The RapidPLUS task is responsible for interpreting the key event and assigning the correct character.

One way of implementing this functionality would be to create a concurrent mode within the RapidPLUS application, with all the necessary modes and logic to directly update a string object. An alternative, however, would be to create another user object which stands between the keypad generated interface and the RapidPLUS task, as in the ScanCode user object example shown below:





## AN EXAMPLE APPLICATION

Although each embedded system is unique, the guidelines presented in this chapter should be relevant to most systems. In order to focus the discussion, however, here is a simple cell phone as an example system.

For the sake of illustrating code generation design issues, we have built two RapidPLUS applications that model the system specifications. The first application (*Telefone.rpd*), which is described in Appendix J: “Description of Example Application” faithfully models the system requirements (described in the same appendix). However, it is **not** oriented towards code generation because it does not differentiate between the objects and logic that are inherent to the RapidPLUS task in the target embedded system and those that are not.

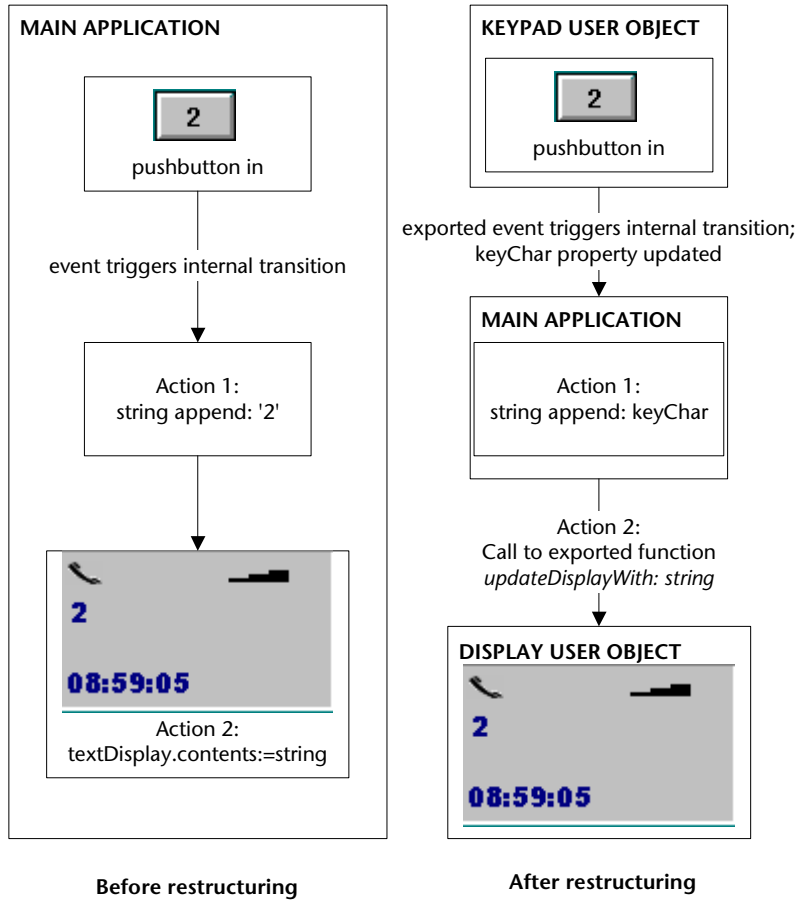
In our example, we have defined the target embedded system as a multi-tasking system in which the embedded RapidPLUS application is the MMI task. The RapidPLUS application coordinates the flow of data and messages among the embedded system hardware and software modules, based on user interaction with the system.

The second application (*Tel\_main.rpd*) has been structured for code generation purposes. Its architecture is described on the following pages.

Based on the application design guidelines, we have broken down *Telefone.rpd* into a main application (*Tel\_main.rpd*) and six user objects. All of the RapidPLUS files are located in \Applics\Cg\_demo\RapidApp folder.

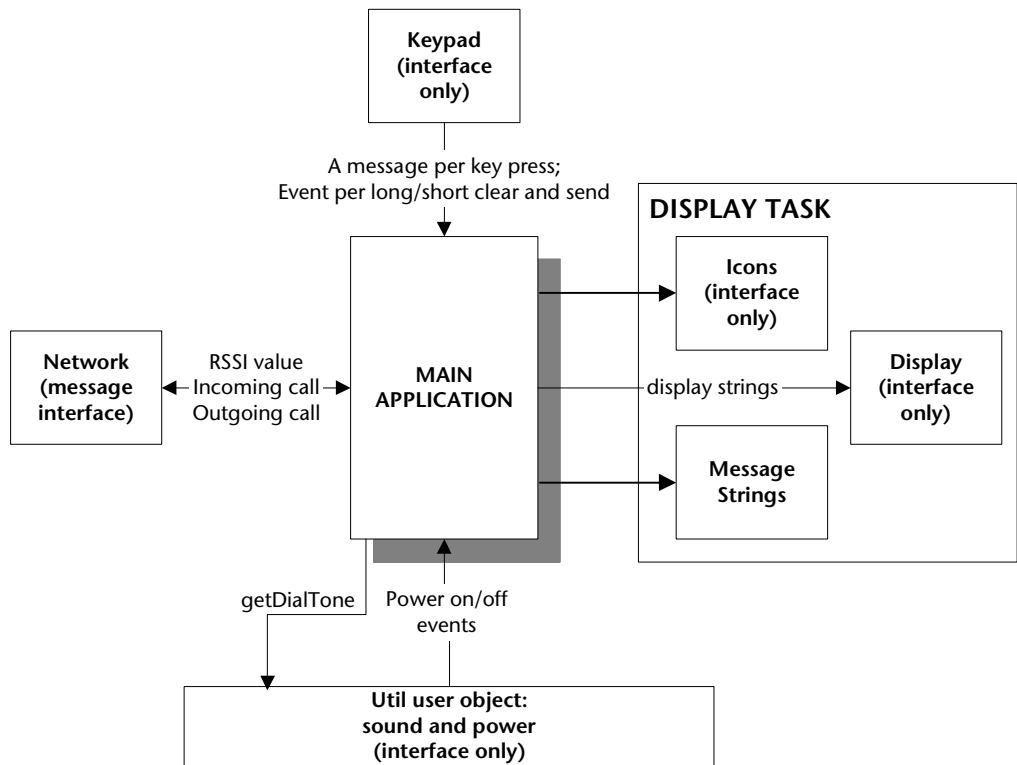
A look at the mode tree of *Tel\_main.rpd* reveals that it is virtually the same as that of the original, undifferentiated application. At first this fact may seem surprising. However, it illustrates an important point: when moving from an undifferentiated application to an application structured for code generation, there is usually no need to restructure the application’s behavior at the macro level, as expressed by its modes and the transitions among them.

What changes is the **interface** among the system objects, as illustrated by the following comparison of what happens in dialNumber mode when a key is pressed.



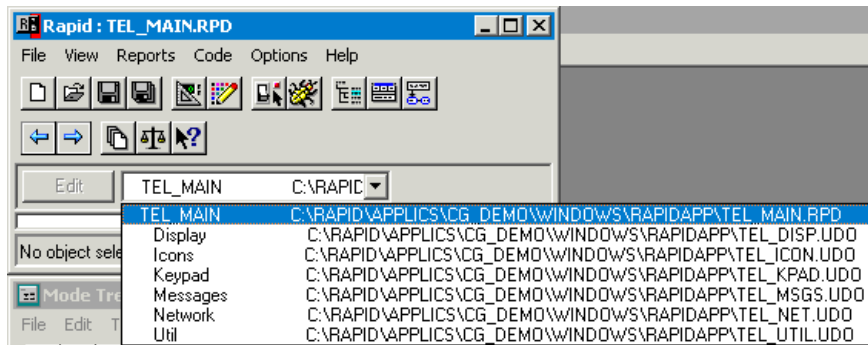
The diagram below provides an overview of the restructured application. All user objects have property and event interfaces, unless specifically noted otherwise.

❖ *NOTE: The arrows indicate control flow—and **not** the flow of data. Thus, for example, the arrow between the main application and the Message Strings user object indicates that it is the main application that initiates calls to the user object's exported function. The fact that the function then returns a string to the main application is not indicated in the diagram.*



## Components

A project's components are listed in the Project Component list, as shown below for the TEL\_MAIN application:



This section describes the user object components in more detail.

For implementation details, open the main application and user objects in RapidPLUS.

### Keypad User Object (TEL\_KPAD.UDO)

This user object encapsulates the keypad task, sending a key-specific message to the main application each time a key is pressed. The CLR/END key has two events: a short clear event is triggered when the key is pressed for two seconds or less; a long clear event is triggered when the key has been pressed for more than two seconds. In addition, an exported event is triggered when the SND/TALK key is pressed.

The Keypad user object is generated as interface only because the target embedded system has hardware and software to substitute for the RapidPLUS objects and their internal logic.

### Network User Object (TEL\_NET.UDO)

This user object's interface is comprised of messages. It includes all the objects and internal logic of the Network Simulation panel and is generated as interface only. It represents the radio communications task of the embedded system. It interfaces with the main application as follows:

- Each time the RSSI stepper switch position changes, the user object sends a structure with an integer field that updates the RSSI value in the main application (for the purpose of updating the RSSI icon on the display).

- When the Incoming pushbutton is pressed, the user object sends an incoming call message to the main application, with fields that specify the network type, the number being called, and the name of the caller. In practice, the only field that is actually updated is the name of the caller (by means of the literal string “Sales...”).
- When an outgoing call is initiated, the main application requests a message from this user object regarding the RSSI value. If the network answers the call (by pressing the Answer pushbutton on the network simulation panel), a message is sent to the application regarding the answer status.
- When the application enters and exits Talking mode, it sends a message to the user object regarding its call status. Based on this message, the user object controls the Talking LED on the network simulation panel.

### Display Task User Objects (TEL\_ICON.UDO and TEL\_DISP.UDO)

The various requirements of the display task (displaying icons and message strings) are covered by the user objects described below.

❖ *NOTE: It is not necessary to create one user object per embedded system task. There can be situations where it is more convenient or even essential to create several user objects—with different interface types, some generated in their entirety and some as interfaces only.*

#### **Icons**

This user object (generated as interface only) holds the system icons in an object array. The main application manipulates (that is, displays, blinks, hides) the appropriate icon(s) by calling exported functions of this user object, passing the index of the requested icon as a parameter.

#### **Display**

This user object encapsulates the system display hardware. To update the text display, the main application calls an exported function of this user object, passing the string to be displayed as a parameter. The string parameter is either a message string retrieved from the message strings user object, or the dial string being built on the basis of messages from the keypad user object.

To update the time display, the main application updates a current time string based on its own time object and assigns the current time string to the time display via an exported function of the display object.

## Message String User Object (TEL\_MSGS.UDO)

This user object holds the system messages in a string array. The main application gets the appropriate message by calling an exported function of this user object, passing as parameters both the index of the requested message and a string to be updated with the message. This is an example of using a user object to hold constant data, as discussed in the section “Holding Constant Data” on p. 2-7.

❖ *NOTE: In the context of RapidPLUS simulation, it would perhaps make more sense to build the exported function with only one argument (the index of the requested message) and make the message available to the main application by updating an exported string property of the user object. In the code generation context, however, this logic would require multiple state machine cycles and would be costly in terms of performance.*

## Util: Power and Tones (TEL\_UTIL.UDO)

In contrast with the three user objects used to represent one embedded system task (display), in this case we have used one user object to encapsulate two relatively small and marginal system tasks. Once again, it is not necessary to think in terms of 1 task = 1 user object.

### **Powering On and Off**

The user object includes the objects that are used to power the system on and off (the power switch) and to indicate the current power status (the power lamp). The user object sends events to the main application at power on and power off.

### **Tones**

The user object includes one sound object and a data store with four records. Each record contains four fields that provide values for the sound object's frequency, modulation, duration and duty cycle properties.

To start or stop a tone, the main application calls an exported function of the user object, passing the data store record index as an integer parameter.

❖ *NOTE: The tone index is a constant integer, passed by means of a constant set defined in the main application. For design guidelines on using constant objects, see p. 9-4.*

## TIPS FOR RESTRUCTURING AN APPLICATION

We recommend the following procedures when dividing an application into user objects.

### Creating the User Objects

- 1 For each user object required, choose File|Save as User Object and provide a meaningful name;
- 2 Open each user object and delete the objects (and their corresponding logic) which are not relevant to the specific user object.

In *Tel\_kpad.udo*, for example, we deleted all objects (graphic and non-graphic) except the background frame, the pushbuttons, the array of numeric pushbuttons, and one timer (which we renamed `clr_long_tmr`).

- 3 Build each user object interface according to the embedded system definitions. Add exported properties, events, and/or structures and build exported functions as required.

In *Tel\_kpad.udo*, for example, we created an interface comprising the following exported events: one for any numeric key being pressed; one for the CLR/END key being pressed for two seconds or less; one for the CLR/END key being pressed for longer than two seconds; and one for the SND/TALK key being pressed. We also added a string property to hold the numeric key value when a numeric key is pressed. No exported functions were required.

In *Tel\_msgs.udo*, all we had to do (after eliminating all objects except for the string array of messages and all modes in step 2) was build an exported function that allows the main application to retrieve a message from the array.

- 4 Build the user object's internal logic (that is, modes, transitions, and activities) as necessary.

In *Tel\_kpad.udo*, for example, in one internal transition of the root mode, we quickly built the pushbutton event triggers which, in turn, update the string property and trigger the exported events. A typical trigger-action on the internal transition would be:

```
Event:  numKey_Array in & numKey_Array lastEventIndex < > 10
Actions: tel_kpad.character := numKey_Array lastEventIndex
         tel_kpad.numKey_in trigger
```

## Integrating the User Objects

- 1 Save the application under another name.
- 2 Add the user objects one at a time. In each case, adapt the application's logic to the object's interface.

In order to integrate *Tel\_disp.udo*, for example, we used the Find & Replace utility to search the main application for all logic statements that assigned values to the text display contents property. We then went to each logic statement and replaced it with the display user object's exported function *updateDisplayContents: <string>*.

- 3 When you have integrated the user object, delete the equivalent graphic and nongraphic objects from the main application's Object Layout. If you get a confirm deletion message because the object is used by the logic, repeat step 2 above.



# *Interfacing with Generated User Objects*

RapidPLUS lets you define a user object interface comprised of properties, events, unions, and/or functions, and several methods of user object generation. Guidelines for deciding when to choose which user object format are discussed in detail in “Implementing User Objects” on p. 2-2.

If a user object is generated as interface only, the embedded system integrator must incorporate the generated interface into the underlying embedded system. The interface layer is implemented by adding some user code to the object’s generated `.c` file and by including RapidPLUS macro and function calls in the embedded system software. In this chapter, you will learn how to implement the interface for user objects generated as interface only.

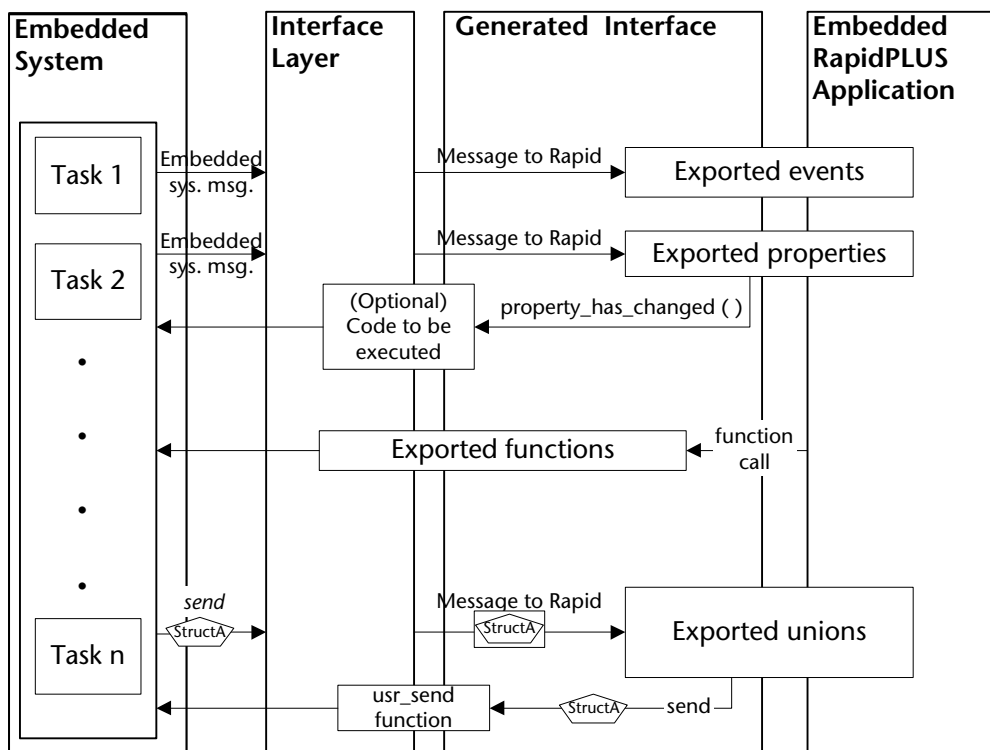
This chapter presents:

- How user objects generated as interface only (generated interfaces) fit into the target platform context.
- Relevant information about the source code files for generated interfaces.
- Using generated interfaces in the embedded system environment:
  - Triggering events.
  - Getting and setting property values.
  - Implementing user functions.
- Sending message structures between the embedded system and embedded RapidPLUS.

## GENERATED INTERFACES IN CONTEXT

On the Components page of the Code Generation Preferences dialog box (see “Generating Components” on p. 10-18), you specify which user objects are to be generated as interface only. The source code files produced for a generated interface include the definitions, functions, and macros through which the embedded system integrator implements the interface between the underlying embedded system and the user object’s exported unions, properties, events, and functions.

The following diagram summarizes how a generated interface fits into the embedded system environment:



## What Happens in the Interface Layer

As already mentioned, when a user object is generated as interface only, the Code Generator ignores its internal objects and logic. The purpose of the interface layer written by the embedded system integrator is to ensure that the embedded system as a whole continues to behave as the RapidPLUS application behaves in the simulation environment—despite the absence of these objects and logic. This purpose is accomplished by substituting C code for the RapidPLUS elements that were deleted during code generation.

The interface layer comprises the following:

- User-written code in the generated interface source code files themselves.
- Calls to RapidPLUS API and macros.
- A user-written RapidPLUS task file that translates embedded system messages into calls to macros and the RapidPLUS API.

The following sections describe how RapidPLUS behavior is implemented through the interface layer and generated interface source code. Refer to the diagram on the previous page when reading these descriptions. Implementation details are presented later in this chapter.

### Triggering of Exported Events

The Code Generator generates a macro in the application's header file for each exported event in each of the generated interfaces. The macro, which is described in the section "Generated Macros" on p. 3-10, triggers the event in the user object.

During runtime, as part of the embedded system design, the relevant embedded system messages are sent to the RapidPLUS task file. User-written code in the interface layer links the incoming system message with the appropriate macro in the application's header file, thus triggering the event in the generated interface. The *rpd\_PrivRunIdle* function must then be called in order to cycle the embedded state machine, ensuring that any application logic dependent on the triggered event is carried out.

### Reading or Changing Exported Properties

The Code Generator generates two macros in the application's header file for each exported property. The macros, which are described in the section "Generated Macros" on p. 3-10, set and get the property value.

During runtime, as part of the embedded system design, the property value to be read or changed is sent to the RapidPLUS task in the interface layer as an embedded system message. User-written code in the interface layer links the incoming system message with the appropriate property macro in the application's header file, thus getting or setting the property value. The *rpd\_PrivRunIdle* function must then be called in order to cycle the embedded state machine, ensuring that any application logic dependent on the property value is carried out.

In addition, a function that is defined and implemented in the generated interface's source code files for each exported property automatically notifies the underlying embedded system if the RapidPLUS application has changed the property's value. The embedded system integrator can (optionally) write code that will be executed when this generated function is called by the RapidPLUS application.

## Implementing Exported Functions

A generated interface's exported functions are generated as empty functions that must be implemented in the generated interface's program file in terms that are meaningful to the embedded system. During runtime, these user-implemented functions are called by the RapidPLUS application and their code is executed.

## Passing Message Structures

The Code Generator generates a macro in the application's header file for every structure of every exported union in its generated interfaces. The macro, which are described in the section "Generated Macros" on p. 3-10, sends a pointer to the structure (and the structure size) to the appropriate union in the user object.

During runtime, as part of the embedded system design, the embedded system sends structures to the RapidPLUS task file in the interface layer. User-written code in the interface layer links the incoming structure with the appropriate macro in the application's header file. In the generated interface itself, a function that was generated as part of the source code files takes care of processing the message and sending the exported structure to the RapidPLUS application.

In the other direction, the RapidPLUS application sends structures to the embedded system via the generated *send* function, which is called in the generated interface's source code file every time the RapidPLUS application logic calls the *send* function of an exported structure. The generated *send* function includes a user code area (as explained in the next section) in which

the embedded system integrator must implement the function in terms that are meaningful to the embedded system.

## GENERATED INTERFACE OUTPUT FILES

For each generated interface, the Code Generator generates a header file (*<userObject\_name>.h*) and a program file (*<userObject\_name>.c*). In order to implement the interface layer, you must become familiar with certain elements of these files.

In this section, you will read about:

- User code areas in the generated files.
- Generated interface source code files.
- Generated macros in the application's source code files.

### User Code Areas in the Output Files

Wherever the embedded system integrator must or can manually write code for the interface layer, the following two comment lines are inserted:

```
/****** RapidUserCode BEGIN . . . *****/  
/****** RapidUserCode END . . . *****/
```

Subsequent code generation does **not** overwrite the manually written code in the user code area between these comment lines.

One example of a user code area is shown on p. 3-6, where the embedded system integrator can (optionally) write code to be executed when the RapidPLUS application changes a property's value. Another example is shown on p. 3-9, where the embedded system integrator must write code that implements the exported function in terms that are meaningful to the embedded system.

Still another example is the following comment lines, which appear towards the top of a generated *.c* file and can be used, for example, for `#include` directives, version control management, and so on.

```
/****** RapidUserCode BEGIN PROLOGUE *****/  
/****** RapidUserCode END PROLOGUE *****/
```

## Generated Interface Files

### About Generated Functions

For each exported property, event and union, functions are generated in the source code files for internal RapidPLUS use. The function prototypes are located in the header file; the functions are implemented in the program file.

Although the user-written interface layer could, in theory, call these generated functions, we do not recommend this practice. In the case of user object exported properties, however, the following generated function has a user code area in which you can (optionally) insert code to be executed whenever the RapidPLUS application changes the property's value:

#### *Function prototype (in header file) for a string property*

```

/*****
/***** Functions for property: Prop_R8181_character *****/
/*****
void rpd_TEL_KPAD_Prop_R8181_character_Changed ( TEL_KPAD* udo);

```

#### *Function implementation (in program file)*

```

/*****
/***** Functions for property: Prop_R8181_character *****/
/*****
void rpd_TEL_KPAD_Prop_R8181_character_Changed ( TEL_KPAD* udo)
{
/***** RapidUserCode BEGIN TEL_KPAD_Prop_R8181_character *****/
/***** RapidUserCode END   TEL_KPAD_Prop_R8181_character *****/
}

```

Insert (optional) code here, to be executed when the RapidPLUS application changes the property's value.

### Header File

Along with various RapidPLUS definitions, the header file of a generated interface **with exported unions** includes:

- The localID *enum* statement that identifies all exported unions and their structures. The structure IDs are used by the embedded system software to identify the structure being processed when structures are sent from the RapidPLUS application, as discussed in the section "Sending a Structure from the Embedded System to RapidPLUS" on pp. 3-15-3-17.

The example shown below is for a generated interface called TEL\_NET, which has one union comprised of five structures.

```

typedef enum TEL_NET_localID
{
    cUM_TEL_NET_R7634_Union1=1024           ,
    cUM_TEL_NET_R189_Union1_outgoingCall=1  ,
    cUM_TEL_NET_R5743_Union1_outgoingCall_To=13 ,
    cUM_TEL_NET_R1612_Union1_outgoingCall_answerStatus=2 ,
    cUM_TEL_NET_R169_Union1_incomingCall=4   ,
    cUM_TEL_NET_R3059_Union1_incomingCall_callTo=9 ,
    cUM_TEL_NET_R15140_Union1_incomingCall_callFrom=10 ,
    cUM_TEL_NET_R7840_Union1_incomingCall_networkType=11 ,
    cUM_TEL_NET_R13534_Union1_RSSI=6        ,
    cUM_TEL_NET_R8422_Union1_RSSI_value=7   ,
    cUM_TEL_NET_R4729_Union1_updateRequest=14 ,
    cUM_TEL_NET_R8744_Union1_updateRequest_status=15 ,
    cUM_TEL_NET_R7905_Union1_call=16       ,
    cUM_TEL_NET_R9052_Union1_call_status=17 ,
} tTEL_NET_localID;

```

Structure IDs

Structure field ID.  
Notice the concatenated field name

- A *typedef* declaration for each structure in each union. These definitions can be used by the embedded system when building structures to send to the RapidPLUS application (via the generated interface).

The example shown below is for the *incomingCall* structure of the TEL\_NET generated interface:

```

Structure incomingCall    (buffer)
    String callTo         (null terminated)
    String callFrom       (null terminated)
    Integer networkType   (long)

```

#### IncomingCall structure as it appears in the Object Layout

```

typedef struct
tTEL_NET_R4752_incomingCall
{
    char          cSF_R8927_callTo[64];
    char          cSF_R896_callFrom[64];
    signed long   cSF_R15676_networkType;
} TEL_NET_R4752incomingCall;

```

Data type

Data size

#### Typedef declaration for incomingCall

- Declaration of each union in the user object, as shown below for Union1 of the TEL\_NET object.

```
typedef union tUNION_TEL_NET_R7634_Union1
{
  RBYTE*                dummyPointer        ; /* for in-
                                                ternal use */
  TEL_NET_R8404_outgoingCall  cUF_R8404_outgoingCall  ;
  TEL_NET_R4752_incomingCall  cUF_R4752_incomingCall  ;
  TEL_NET_R8081_RSSI          cUF_R8081_RSSI          ;
  TEL_NET_R1824_updateRequest cUF_R1824_updateRequest ;
  TEL_NET_R1768_call          cUF_R1768_call          ;
} UNION_TEL_NET_R7634_Union1;
```

- Declaration of a structure that defines the user object data, by declaring its exported unions and exported properties. This structure is used internally by RapidPLUS to allocate memory for the object:

```
typedef struct tTEL_NET
{
  UDO                udo                ; /* internal data */
  UDOIntegerProperty Prop_R2464_Integer2 ; /* a pointer to an ex-
                                                ported property */
  TEL_NET_R7634_Union1 Prop_R7634_Union1 ; /* a pointer to a
                                                union */
  /****** RapidUserCode BEGIN STATE_DATA_TEL_NET *****/
  /****** RapidUserCode END   STATE_DATA_TEL_NET *****/
  TEL_NET:

```

For (optional) allocation of data (per instance of the user object). For example, add an integer that helps identify instances of the same generated interface in the RapidPLUS application.



## Program File

Along with various RapidPLUS functions, the program file of a generated interface includes the interface's exported functions, as empty functions to be implemented by the embedded system integrator. The following code, for example, is for an exported function *displayContents*: <string> in a user object named TEL\_DISP. See "Implementing Exported Functions" on p. 3-13.

```

/*****
/***** Exported functions *****/
/*****
void TEL_DISP_R7639_displayContents_ ( TEL_DISP*   udo,
                                     const pchar Parm_string)
{
/***** RapidUserCode BEGIN TEL_DISP_R7639_displayContents_ *****/
/***** RapidUserCode END   TEL_DISP_R7639_displayContents_ *****/
}

```

Implement the \_\_\_\_\_  
function here, in  
terms that are  
meaningful to  
the embedded  
system.

The program file of a generated interface that contains messages also includes:

- The object's *processMessage* function, used to process the structures sent by the embedded system via the structure's generated macro. A sample *processMessage* function is shown on the next page.
  - The following generated functions, to be implemented (in part) by the embedded system integrator. For implementation details, see "Handling a Structure in the RapidPLUS Application" on pp. 3-18 to 3-20.
    - <objectName>\_send: Called when the RapidPLUS application calls the *send* function.
    - <objectName>\_activateStruc: If a structure is made active by the RapidPLUS application by assigning a value. The embedded system integrator adds code to allocate memory if the structure is of memory type pointer.
    - <objectName>\_deactivateStruc: Called when the RapidPLUS application calls the *deactivate* or *deactivateAny* function (or when a new structure arrives from the user object). The embedded system integrator adds code to free up memory if the structure is of memory type pointer.
- ❖ NOTE: The logic for user object messages is discussed in detail in the chapter "User Objects with Messages" in the User Manual Supplement.

---



---

### A sample *processMessage* function

The following annotated *processMessage* example is for a generated interface named TEL\_NET, which includes an exported union named UNION1.

```
void TEL_NET_R7634_Union1_processMessage ( TEL_NET_R7634_Union1* unionPtr,
                                           RINT          structID,
                                           RBYTE*       structPtr,
                                           RINT          structSize)
{
    /* If any structure is active, it will be deactivated */
    iTel_Net_DeactivateAny_R7634_Union1 (unionPtr);
    /* The arriving structure is activated */
    TEL_NET_R7634_Union1_activateStruc (unionPtr, structID);

    if (structPtr != 0) /*Protection against null pointers*/
    {
        /* If the structure is of pointer memory type */
        if (TEL_NET_R7634_Union1_isStructPointer (structID))
        {
            /* Copy the pointer */
            unionPtr->structs.dummyPointer = structPtr;
        }
        else /* If the structure is of buffer memory type */
        {
            /* Copy the data into the memory allocated by Rapid for the union */
            rpd_MemCpyNBytes((RBYTE*)&(unionPtr->structs), structPtr,
                structSize);
        }
    }
    /* Trigger the messageReceived event for the structure and the
    anyMessageReceived event for the user message object */
    RUnion_processMessage ((RapidObject*)unionPtr, structID);
}

```

---



---

### Generated Macros

In the application's header file, the Code Generator generates macros for each exported event, property and union structure in the application's generated interfaces. By calling these macros, the embedded system integrator implements the interface between the underlying embedded system and the application's generated interfaces.

Each macro is preceded by two comment lines. The first comment explains what the macro does: the second shows how the macro would be written as a function. The purpose of the second comment line is to indicate clearly the input parameter types required by and/or the output value returned by the macro.

In the interface layer, the integrator must call the *rpd\_PrivRunIdle* function after each call to a macro—in order to cycle the embedded state machine and ensure that any application logic dependent on the changes made by the macro are carried out.

### Event Macro

The following is a sample macro generated for each exported event in all of the application's generated interfaces:

```
/* Trigger the powerOn event for the Util object */
/* void R13563_Util_powerOn (void); */
#define R13563_Util_powerOn()
```

As indicated by the second comment, this macro requires no input parameters and has no return value.

### Property Macros

The following are sample macros generated for each exported property in all of the application's generated interfaces:

```
/* Get the Prop_R14389_Hours property for the Util object */
/* RLONG R3569_Util_get_Hours (void); */
#define R3569_Util_get_Hours()
```

As indicated by the second comment, this macro requires no input parameters and returns an integer (since it is an integer property).

```
/* Set the Prop_R14389_Hours property for the Util object */
/* void R397_Util_set_Hours ( RLONG value): */
#define R397_Util_set_Hours(value)
```

As indicated by the second comment line, this macro requires an integer input parameter (because it is for an integer property) and has no return value.

## Structure Macro

The following is a sample macro generated for each structure of each exported union in all of the application's generated interfaces.

```
/* Send the Union1^outgoingCall structure to the Network object */
/* void R3051_Network_send_Union1_outgoingCall ( void*
embStructPtr,int size); */
#define R3051_Network_send_Union1_outgoingCall(embStructPtr,size)
```

As indicated by the second comment line, this macro requires a pointer to the embedded structure being sent, as well as its size. We recommend calling the C function *sizeof()* in order to get the structure's size. The macro has no return value.

## TRIGGERING EVENTS

The method for executing the exported event's *Applic\_stateChanged* function in response to a user event in the embedded system is to call the event's generated macro in the application's header file.

**To trigger an event:**

- 1 Call the event's generated macro. No parameters are required.
- 2 Call the *rpc\_PrivRunIdle* function.

## GETTING OR SETTING PROPERTY VALUES

Exported properties of generated interfaces are RapidPLUS data objects which are accessible to both the RapidPLUS application **and** the embedded system. A property is accessed by the embedded system via its generated macros in the application's header file.

**To get a property's value:**

- 1 Call the property's macro *<userObject>\_get\_<propertyName>*. No parameters are required. The function returns the property's value.

**To set a property's value:**

- 1 Call the property's macro `<userObject>_set_<propertyName>()`, providing the value to be copied to the parameter. No value is returned.
- 2 Call the `rapd_PrivRunIdle` function.

❖ *NOTE: You can also use the property's generated **\_Changed** function (in the generated interface's program file) to add some actions to be performed when the RapidPLUS application changes the property value. See "About Generated Functions" on p. 3-6.*

## IMPLEMENTING EXPORTED FUNCTIONS

Exported functions are called by the RapidPLUS application in order to perform activities in or pass values to the embedded system. The Code Generator generates exported functions as empty functions in a user code area. For example, the following function in *Test1.udo*:

**byValue\_ExampleforInt: <Integer:Integer1>**

would be generated as:

```
void TEST1_R9303_byValue__ExampleforInt_ ( pTEST1          udo,
                                           RapidInteger*  Parm_Integer1)
{
/***** RapidUserCode BEGIN TEST1_R9303_byValue__ExampleforInt_ *****/
/***** RapidUserCode END   TEST1_R9303_byValue__ExampleforInt_ *****/
}
}
```

The embedded system integrator must manually write code that implements the function in the embedded system. See Chapter 5: "Integrating an Application" for concrete examples of how to implement exported functions.

## Exported Function Parameters

The following points apply to the parameters passed by exported functions:

- Parameters can be passed by value or by address.
- A parameter whose value is changed by the user function (in simulation RapidPLUS) is passed as a pointer to a RapidPLUS object. In the example above, because the function **byValue\_ExampleforInt: <Integer:Integer1>**

includes the activity `<Integer1>:= 5`, the generated function's parameter is a pointer to Integer1.

- For a parameter whose value is *not* changed inside the function, the value part of the RapidPLUS object is passed.

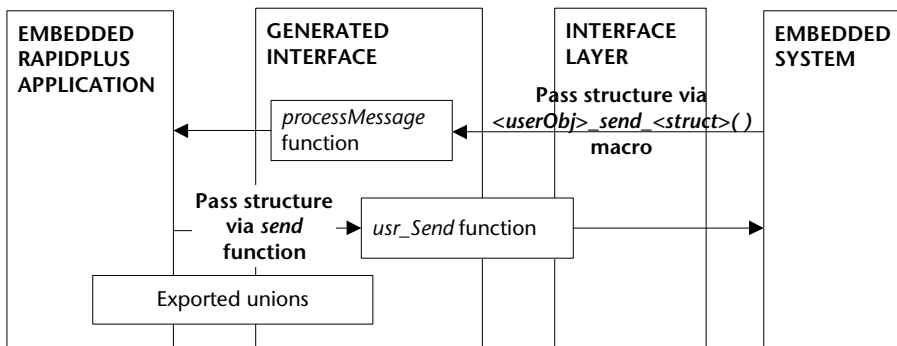
Various functions are available to the embedded system integrator in order to get or change the values of the RapidPLUS data objects inside the exported functions. These functions are described in detail in Appendix F: "RapidPLUS Object Manipulation Functions."

❖ *NOTE: In order to ensure that the RapidPLUS application behaves properly, use **only** these functions and do **not** change the data fields directly. For example:*

```
VOID sample (ptest1 udo, RapidInteger *parm1)
{
  RapidInteger_set (parm1, 3); /* CORRECT */
  parm1->value = 3;           /* INCORRECT */
}
```

## IMPLEMENTING EXPORTED UNIONS

The following diagram summarizes how a user object with exported messages, generated as interface only, fits into the embedded system environment.



The user object's exported messages and their structures are defined in its generated header file (*<userObjectName>.h*), as described on p. 3-7. Structures sent by the embedded system to the generated interface must match the structures defined in its header file.

❖ *NOTE: We recommend calling the C function `sizeof()` in order to compare the sizes of the embedded system and the generated structures.*

A pointer to the embedded system structure and the structure size are provided as parameters to the structure's generated `_send` macro in the application's header file. The structure is processed by the user object's `processMessage` function, as described on p. 3-10.

In the other direction, the RapidPLUS application sends structures to the underlying embedded system via the generated `send` function, which is partially implemented by the embedded system integrator in the user object's program file (*<userObjectName>.c*). This generated function is described on p. 3-20.

## Sending a Structure from the Embedded System to RapidPLUS

There are three steps required to send a message structure from the embedded system to the RapidPLUS application, via the generated message interface:

- 1 Build the message structure, or use the structure as received from the other task.
- 2 Send the message structure using the appropriate generated `_send` macro.
- 3 Call `rpd_PrivRunIdle`.

### Step 1: Building the Message Structure

If you have to build the message structure, this step, as carried out by the underlying embedded system, comprises two procedures:

- 1 If memory has not already been allocated statically, then allocate memory dynamically.
- 2 Fill the structure fields, according to the structure definition in the user object's header file.

## Step 2: Sending a Structure to RapidPLUS

In the RapidPLUS task, call the generated `_send` macro for the equivalent union structure:

```
<userObj>_send_<struct>(embStructPtr, size)
```

where: `embStructPtr` is a pointer to the embedded structure.

`size` is the structure size (obtained, for example) by calling the C function `sizeof(<structure type>)`.

## Step 3: Cycling the State Machine by Calling `rpd_PrivRunIdle`

Each call to a structure's `_send` macro should be followed by a call to the `rpd_PrivRunIdle` function (see p. 4-7). This function cycles the embedded state machine, which performs any RapidPLUS application logic dependent on the data sent by the structure.

The generated interface's `processMessage` function behaves differently if the structure being passed is of buffer or pointer memory type. The memory type is determined when the structure is added to the user object in the Object Layout. For more information, refer to the section "Defining Memory Allocation Method" in the chapter "User Objects with Messages" in the *User Manual Supplement*.

### **Buffer memory type**

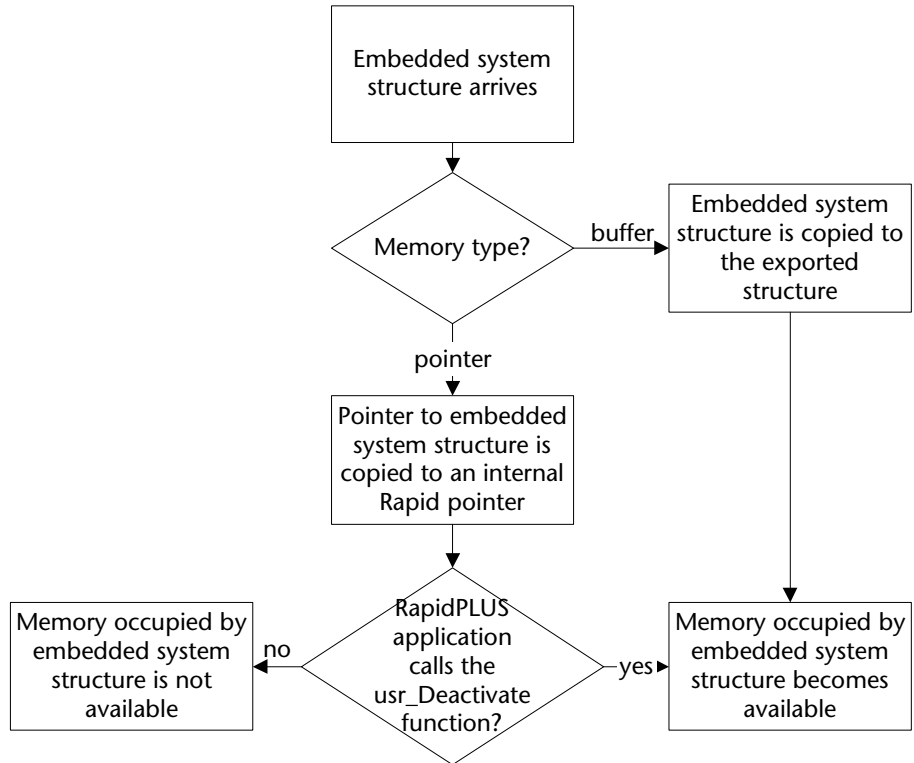
The structure data is copied to memory allocated internally by RapidPLUS and **the memory made available by the embedded system in Step 1 is no longer being used by RapidPLUS.**

### **Pointer memory type**

The structure pointer, specified by the `RAPIDMSG_setStructPtr()` macro in Step 2, is copied to an internal RapidPLUS pointer. In this case, the memory allocated by the embedded system for the structure in Step 1 above becomes available to the embedded system only **when the RapidPLUS application calls the *deactivate* function.** The `deactivate` function calls the generated `deactivate` function, which is described on p. 3-19.



The following diagram summarizes the differences in *processMessage* implementation for the different memory types.



## Handling a Structure in the RapidPLUS Application

There are three functions generated in the user object's program file that are called by RapidPLUS in order to implement structure logic. Each of these generated functions includes user code areas in which the embedded system integrator implements the function in terms that are meaningful to the embedded system.

The generated functions are summarized in the following table:

<b>FUNCTION</b>	<b>CALLED</b>	<b>PURPOSE OF USER CODE</b>
<i>&lt;objName&gt;_&lt;union Name&gt;_activate-Struc</i>	When the RapidPLUS application assigns a value to a field in a structure of pointer memory type, and no structures are active.	Allocates memory to the structure.
<i>&lt;objName&gt;_&lt;union Name&gt;_deactivate-Struc</i>	When a structure of pointer memory type becomes inactive in the RapidPLUS application, that is, the RapidPLUS application calls the <i>deactivate</i> or <i>deactivateAny</i> function, or it receives a new structure from the user message object.	Frees up the allocated memory, taking into account whether the structure was activated by the embedded system in the interface layer, or by the RapidPLUS application.
<i>&lt;objName&gt;_&lt;union Name&gt;_send</i>	When the RapidPLUS application calls the <i>send</i> function.	Sends the structure in terms that are meaningful to the embedded system.

These functions are described in detail, for a user object named TEL\_NET and a union named Union1:

**<objName>\_<unionName>\_activateStruc**

```

void TEL_NET_R7634_Union1_activateStruc ( TEL_NET_R7634_Union1* unionPtr,
                                          RINT                                structID)

/* where unionPtr is a pointer to the union and structID (from the
   union's enum in the header file) is the structure to be activated */
/* Prevent additional memory allocation*/
{
    if(RUnion_isActiveStruc((pUnion) unionPtr, structID)
        {
            return:
        }

/* If the structure is of type pointer */
    if (TEL_NET_R7634_Union1_isStructPointer (structID))
        {
            /***** RapidUserCode BEGIN ACTIVATE_STRUC *****/
            /***** RapidUserCode END   ACTIVATE_STRUC *****/
            }
/* Activate the structure */
    RUnion_activateStruc ((pRUnion)unionPtr, structID);
}

```

Allocate memory for the structure.

**<objName>\_<unionName>\_deactivateStruc**

```

void TEL_NET_R7634_Union1_deactivateStruc ( TEL_NET_R7634_Union1* unionPtr,
                                             RINT                                structID)

/* where unionPtr is a pointer to the union and structID (from the
   union's enum in the header file) is the structure to be deactivated */
{
/* Deactivate the structure */
    RUnion_deactivateStruc ((pRUnion)unionPtr, structID);
    if (TEL_NET_R7634_Union1_isStructPointer (structID))
        {
            /***** RapidUserCode BEGIN DEACTIVATE_STRUC *****/
            /***** RapidUserCode END   DEACTIVATE_STRUC *****/
            }
        }
}

```

Free up allocated memory; taking into account whether the structure was originally activated by the embedded system (via the interface layer) or by the RapidPLUS application.

**<objName>\_<unionName>\_send**

```

void TEL_NET_R7634_Union1_send      ( TEL_NET_R7634_Union1* unionPtr,
                                     RINT                                structID)
/* where unionPtr is a pointer to the union and structID (from the
   union's enum in the header file) is the structure to be sent */
{
/* If the structure is not active */
  if (!RUnion_isActiveStruc (unionPtr, structID))
  {
    CardRunTimeError(rtStrucIsNotActive); /* send runtime error */
    return;
  }
/***** RapidUserCode BEGIN TEL_NET_SEND *****/ Send the structure to
/***** RapidUserCode END   TEL_NET_SEND *****/ the embedded system.
}

```

StructID is used to identify the structure that is sent. This integer is one of the values defined in the enum XXXXXX\_localID in the generated header file, where XXXXXX is the name of the user object.

The sent structure can be accessed via the parameter, unionPtr. The pointer “unionPtr.structs->dummyPointer” will point to the beginning of any of the top structures defined in the union. See the generated header file for more details.

# *The Application Programming Interface (API)*

The RapidPLUS application programming interface (API) is a set of public functions supplied by the embedded kernel. They are called from the embedded system code in order to, for example, initialize the application, process messages, update timers, or facilitate debugging.

The functions described in this chapter are used when a RapidPLUS project—the main application and its user objects—is generated in a single task. The API is referred to as the single-task API. If you will be generating more than one task, see Chapter 8: “Multiple Application Support.”

This chapter describes two categories of the single-task API’s functions:

- **Runtime:** Functions that initialize, start and end the RapidPLUS application, cycle the state machine, update RapidPLUS timers, and handle runtime errors.
- **Debug:** Functions that facilitate monitoring the embedded RapidPLUS application as it runs on the target platform in terms that are native to RapidPLUS (that is, modes, activities, and transitions).

For a discussion of RapidPLUS APIs related to the manipulation of RapidPLUS objects, see Appendix F: “RapidPLUS Object Manipulation Functions.”

## RAPIDPLUS VS. CALLBACK FUNCTIONS

The RapidPLUS API breaks down into two categories:

- RapidPLUS-provided functions: These functions, whose names start with *rpd\_*, are already implemented in the embedded kernel. When you call them, you only need to enter values for their parameters (where relevant).
  - Callback functions: These functions are implemented by the embedded system integrator according to the guidelines provided in this chapter. They are called by RapidPLUS as necessary for the purposes of, for example, error handling or memory allocation.
- ❖ *NOTES: The functions (defined as macros) for the RapidPLUS-provided functions are located in the header file of the main application.*
- The RapidPLUS data types used in the functions, such as RINT and RULONG, are defined in the ctypedefs.h file in the \CODEGEN folder.*

## RUNTIME API

### Runtime API at a Glance

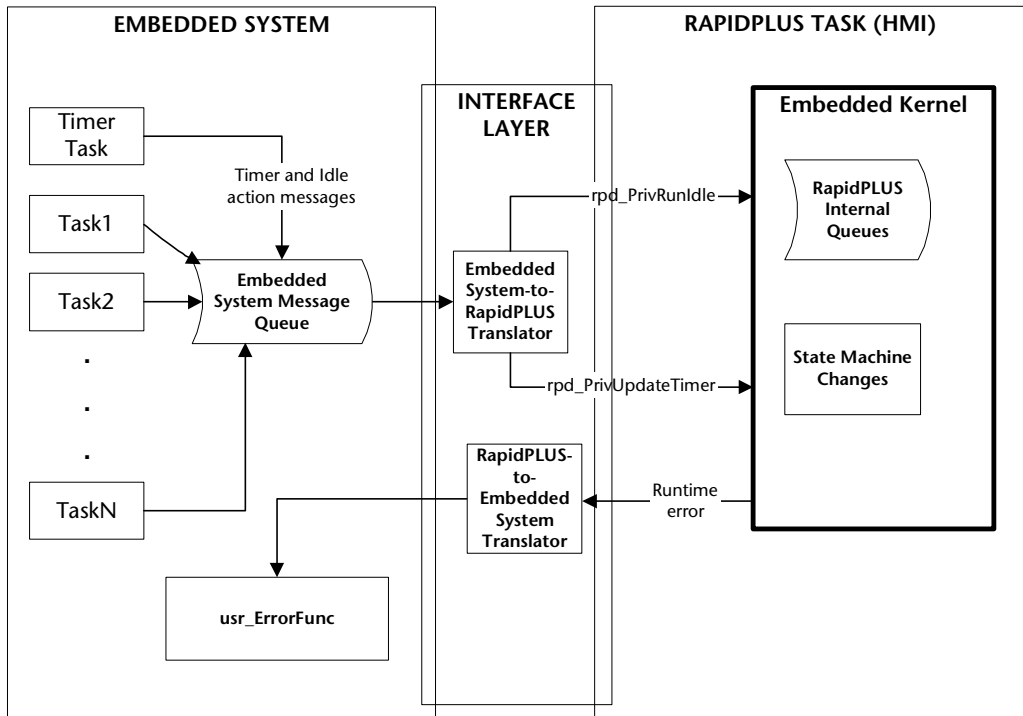
The following table provides an overview of the runtime API. Details about implementing the functions appear in the section “Using the Runtime API” on pp. 4-5 to 4-8.

NAME	DESCRIPTION
<i>rpd_PrivInitTask</i>	At startup, initializes objects and data structures in the state machine and the application.
<i>rpd_PrivStart</i>	Starts the RapidPLUS application and executes the first state machine cycle.
<i>rpd_PrivUpdateTimer</i>	Updates the time values in RapidPLUS timer objects and executes a state machine cycle.
<i>rpd_PrivRunIdle</i>	Executes a state machine cycle. It can be called whenever a function’s return value indicates that there is a condition-only transition, mode activity, or generated event to be executed (see explanation on p. 4-4).

NAME	DESCRIPTION
<i>rpd_PrivEnd</i>	Ends the RapidPLUS task and frees allocated resources, if any, from memory.
<i>&lt;usr_ErrorFunc&gt;</i>	This callback function is implemented by the embedded system integrator and called by RapidPLUS when a runtime error occurs in the RapidPLUS application.

### Runtime API in Context

The following diagram illustrates how the runtime API fits into the embedded system environment.



## The State Machine and the “More To Do” Return Value

When a RapidPLUS application runs in the Prototyper, each cycle of the state machine checks for and processes four occurrences, in the following sequence:

- External events due to user input, such as a pushbutton being pressed or a potentiometer dial being moved.
- Events generated by RapidPLUS logic, such as **Timer1 tick** or **Event1 trigger**.
- Condition-only transitions to be triggered, such as **Integer1 = 1**.
- Mode activities to be performed, such as **Integer1 changeBy: 1**.

In the first two stages of the cycle, RapidPLUS immediately executes any transitions dependent on an event which has occurred. In the third stage, RapidPLUS executes any transitions dependent on a condition that evaluates as TRUE. In the fourth stage, RapidPLUS performs any mode activities involving an object which has changed.

In the embedded system environment, the embedded state machine works as follows:

- Every input to RapidPLUS is handled by calling a generated macro in the application's header file, followed by a call to *rpd\_PrivRunIdle* to immediately execute a state machine cycle. If, for example, the user presses a pushbutton on the embedded system console, a macro (such as *<userObjName> pushbuttonIn*) should be called to trigger the equivalent exported event in the appropriate user object. See “Generated Macros” on p. 3-10 for a detailed explanation.
- In order to detect and process actions and/or transitions which are, for the most part, **not** dependent on external events, each function that cycles the state machine returns a “More To Do” value. This return value is the sum of the bits shown in the Bit Values table on the next page. If the More To Do value is greater than 0, that is, if there is an outstanding external or generated event, condition-only transition and/or a mode activity to be handled, then *rpd\_PrivRunIdle* should be called in order to force an immediate state machine cycle.

Thus, the More To Do value optimizes *rpd\_PrivRunIdle* in two ways:

- 1 It allows *rpd\_PrivRunIdle* to be called only when necessary.
- 2 It allows *rpd\_PrivRunIdle* to be called repeatedly (since it, too, returns a More To Do value) until all outstanding events, condition-only transitions, and mode activities are handled.



The bit identifiers can be found in the header file *c\_defs.h* in the \CODEGEN folder.

**Bit Values Table**

<b>BIT NAME</b>	<b>ON VALUE</b>	<b>DESCRIPTION</b>
<i>cEventQueueBit</i>	1	Indicates that there is an outstanding external or generated event that has not yet triggered the required transition(s).
<i>cCOTBit</i>	2	When a transition takes place, indicates that there is at least one condition-only transition to be checked in the modes that are currently active.
<i>cModeActivities-Bitt</i>	4	Indicates that the value of an object has changed, when the object is used in mode activities and/or condition-only transitions of the modes that are currently active.

## Using the Runtime API

### rp\_d\_PrivInitTask

Initializes objects and data structures in the state machine and application and sets the user callback error function.

**Syntax**

```
RINT rp_d_PrivInitTask(User_ErrorFunc errorFunc);
```

**Parameters**

*errorFunc*                      Pointer to the callback function (see “usr\_ErrorFunc” on p. 4-8 to be called when a runtime error occurs.

**Return Value**

1

**Remarks**

This function should be called at system startup before running any state machine cycles.

### rpd\_PrivStart

Executes the first state machine cycle.

#### Syntax

```
RINT rpd_PrivStart(void);
```

#### Parameters

None

#### Return Value

1

#### Remarks

This function should be called immediately after *rpd\_PrivInitTask*.

### rpd\_PrivUpdateTimer

Adds the parameter value to all RapidPLUS time-related objects and executes a state machine cycle.

#### Syntax

```
RINT rpd_PrivUpdateTimer(RULONG timeInterval);
```

#### Parameters

*timeInterval* Represents the time, in milliseconds, since the last call to the function.

#### Return Value

More To Do

#### Remarks

The parameter value must be greater than zero.

When *rpd\_PrivUpdateTimer* cycles the state machine, any outstanding generated events, condition-only transitions or mode activities will be handled (as described for *rpd\_PrivRunIdle* immediately following).

## rpd\_PrivRunIdle

Cycles the state machine.

### Syntax

```
RINT rpd_PrivRunIdle(void);
```

### Parameters

None

### Return Value

More To Do

### Remarks

This function should be called when either *rpd\_PrivUpdateTimer* or *rpd\_PrivRunIdle* returns a value other than zero, indicating that a generated event, condition-only transition, and/or a mode activity must be executed.

After each call to the above-mentioned functions, you may want to include a statement similar to the following (in pseudo-code):

```
If      (Return Value from (rpd_PrivUpdateTimer or
rpd_PrivRunIdle) !=0)
for(i=0; rpd_moreToDo & (cEventQueueBit |
cModeActivitiesBit) ||
rpd_moreToDo & cCOTBit) && i++<<rpd_maxIdleCycles;)
rpd_moreToDo = rpd_PrivRunIdle();
```

where *rpd\_maxIdleCycles* is an integer defining the maximum number of cycles for condition-only transitions.

## rpd\_PrivEnd

Ends the RapidPLUS task and frees allocated resources, if any, from memory.

### Syntax

```
void rpd_PrivEnd(void);
```

### Parameters

None

### Return Value

None

`usr_ErrorFunc` (can be any valid C function name)

This function is registered in the kernel by the `rpd_PrivInitTask` function (see p. 4-5) at system startup. It is called whenever the RapidPLUS application encounters a runtime error.

### Syntax

```
RBOOL <usr_ErrorFunc> (RINT errno, RBOOL errType);
```

### Parameters

<i>errno</i>	The runtime error number. See “Runtime Errors” on pp. E-8 to E-11.
<i>errType</i>	RTRUE (1) if the application can continue execution; RFALSE (0) if a fatal error occurs so that the application cannot continue execution.

### Return Value

If the value of `errType` and the Return Value are each 1, the embedded RapidPLUS application continues execution. If either, or both, of these values is zero, the embedded RapidPLUS application will freeze.

## TIMER REQUEST API

The function `rpd_Priv_UpdateTimer` described on p. 4-6 can be called at regular intervals in order to update RapidPLUS timer objects. This function also cycles the state machine.

This method of updating timers, however, is not appropriate for every embedded system. For example, in some cellular phones there is a power-conserving sleep mode, during which all the mechanisms responsible for timers are disabled. Thus, it is not possible to call `rpd_PrivUpdateTimer()` periodically.

The following section describes an alternative method for updating RapidPLUS timers, based on timer requests rather than periodic timer update. Both mechanisms are supported in the RapidPLUS embedded kernel. At integration time, the user selects the method most suitable for the embedded system.

## Registering the Callback Functions

The embedded system provides two callback functions to the RapidPLUS kernel. These functions are called each time a RapidPLUS object requires timer services. The functions are registered in the RapidPLUS kernel after initializing, but before starting the RapidPLUS task, using the following function:

```
void rpd_setTimerRequest (User_TimerReqFunc usrReqTimer,  
User_TimerStopFunc usrStopTimer, int callType)
```

where:

- |                     |   |
|---------------------|---|
| <i>usrReqTimer</i>  | is the user-written function to be called by the RapidPLUS embedded kernel on timer request (see “Activating the Timer” on p. 4-10).  |
| <i>usrStopTimer</i> | is the user-written function to be called by the RapidPLUS embedded kernel when a working timer is stopped by the application (see “Stopping the Timer” on p. 4-11).  |
| <i>callType</i>     | determines when the user-written function will be called by the RapidPLUS kernel. The possible values are: <ul style="list-style-type: none"><li>0 On timer events only. This type is the most efficient of the three types.</li><li>1 For timer units of seconds and minutes, at the end of each timer unit. So, if you have a ten-second timer, the callback function will be called when the timer count is 9 seconds, 8 seconds, etc. For timer units of milliseconds, every 200 msec.</li><li>2 Both on events and at timer units.</li></ul> <p>❖ <i>NOTE: To use the timer counter, use type 1 or type 2.</i></p> |

## Activating the Timer

Whenever a timer is activated in the RapidPLUS application (by timer object functions such as *start* and *startRepeat*), the embedded system uses a callback function to start its own timer mechanism. The prototype of this callback function is:

```
RINT usrTimerReqFunc (RULONG timerID, RULONG period);
```

where:

- timerID* is an integer created by RapidPLUS during code generation in order to identify the timer request (see p. 4-11).
- period* is the timer duration, in milliseconds. The embedded system has to create a mechanism that counts until the interval expires, at which point it calls the function *rpd\_TimerExpired* (see p. 4-11).

The embedded system creates a timer entry, identified by the key. This function returns zero if the timer request was not successful. Thus, it must return a value different from zero for the timer to work.

## Timer Request IDs

The timer request IDs are kept by the timer object in the following structure, which can be found in the file *c\_timer.h* in the \Codegen folder:

```
struct tRapidTimer{
ComplexObject inherited;
IntegerProperty _count;
IntegerProperty _initCount;
RULONG startTime; /* Time when count starts, in milliseconds */
RULONG mSecCount; /* Time left to the event tick, in milliseconds
*/
RUINT16 _eventTimerID; /* ID of requests related to events */
RUINT16 _counterTimerID; /* ID of requests related to the timer
count property */
}; /*RapidTimer, *pRapidTimer */
```

## Stopping the Timer

Whenever a working timer is stopped/restarted by the RapidPLUS application (by timer object functions such as *stop* and *restart*), the RapidPLUS kernel instructs the embedded system to stop the count of its own timer mechanism. The prototype of the callback function is:

```
void usr_TimerStopFunc (RULONG timerID);
```

where:

*timerID* is the integer created by RapidPLUS during code generation to identify the timer request, whose count now has to be stopped. See “Timer Request IDs” above.

## Timer Expiration Function

The embedded system calls this RapidPLUS function when a timer expires:

```
RINT rpd_TimerExpired (RULONG timerID, RUINT deviation);
```

where:

*timerID* is the integer created by RapidPLUS during code generation to identify the request for the timer that has expired. See “Timer Request IDs” above.

*deviation* is the delay in the function call due to system time resolution. Example: If the timer expired after 50 msec, but the function was called after 54 msec, then the deviation is 4 msec.

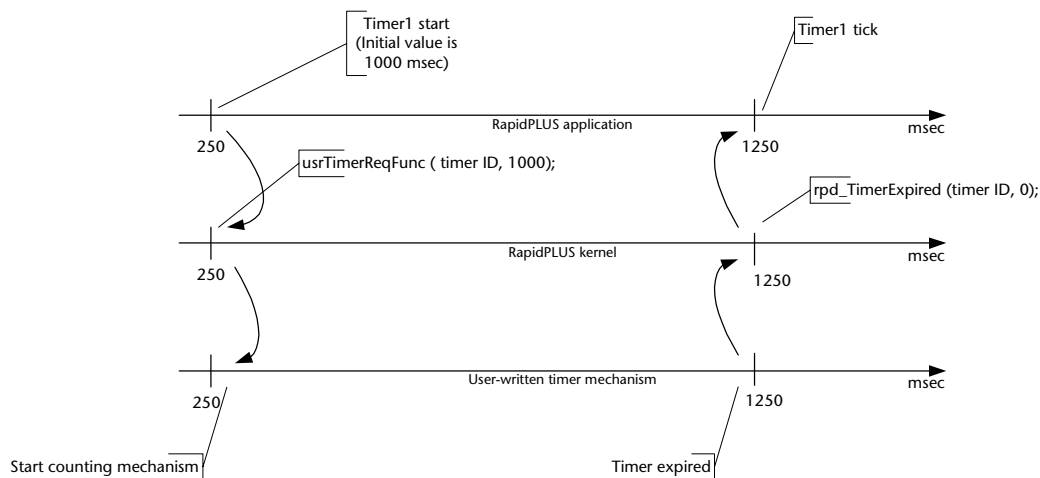
This parameter makes it possible to correct a repeatedly started timer with a tick period that is not divisible by the system time resolution.

If this function returns a value other than zero, then a generated event, condition-only transition, and/or a mode activity must be executed. Since the function does not cycle the state machine, you must call *rpd\_PrivRunIdle* to do this.

## Summary

### Scenario 1: Start → Timer Expiry

The following scenario describes the operations that take place in the RapidPLUS application, in the RapidPLUS kernel, and in the user-written timer mechanism when a timer is started in the RapidPLUS application and then expires. The arrows describe the logical order of the operations.



### Code example

```
// Should implement:
// function that requires timer event for the specified timerID
// after the specified period (ms).
// If it's unable to require it by any reason, answer false,
// otherwise, answer true.
bool addTimerToTickList(unsigned long timerID, unsigned long
period);

// Should implement:
// function that answers whether at least one timer event of the
// required ones has arrived.
// If the answer is true, put the id of the first expired timer
// and the time between its expiry and the current moment (ms)
// at the passed addresses.
bool getNextExpiredTimer(unsigned long *expiredID, unsigned int
*deviation);

// Should implement:
```



```
// function that cancels required timer event for the specified
// timerID
void removeTimerFromTickList(unsigned long timerID);

/*----- UsrTimerReqFunc -----*/
RBOOL TimerReq ( RULONG timerID, RULONG period)
// Callback function.
// Rapid application will call it
// to require timer event for the Rapid timer object specified by
// timerID.
{
    if(addTimerToTickList(timerID, period))
        return RTRUE;

    return RFALSE;
}

/*----- UsrTimerStopFunc -----*/
void TimerStop(RULONG timerID)
// Callback function.
// Rapid application will call it
// to cancel timer event for the Rapid timer object specified by
// timerID.
{
    removeTimerFromTickList(timerID);
}

/* ----- main -----*/
int main()
{
    RINT rpd_moreToDo = 1;
    /* Additional data needed to implement expired timer support */
    RULONG expiredTimer;
    RUINT deviation;

    // initiating Rapid application (MYTask)
    rpd_PrivInitTask (usr_ErrorFunc);

    // initialize mechanism of expireable timers
    rpd_setTimerRequest(TimerReq, TimerStop, 2);

    // Start up the state machine
    rpd_PrivStart();

    MAIN_RAPID_LOOP
    {
        // ... any actions
    }
}
```

```

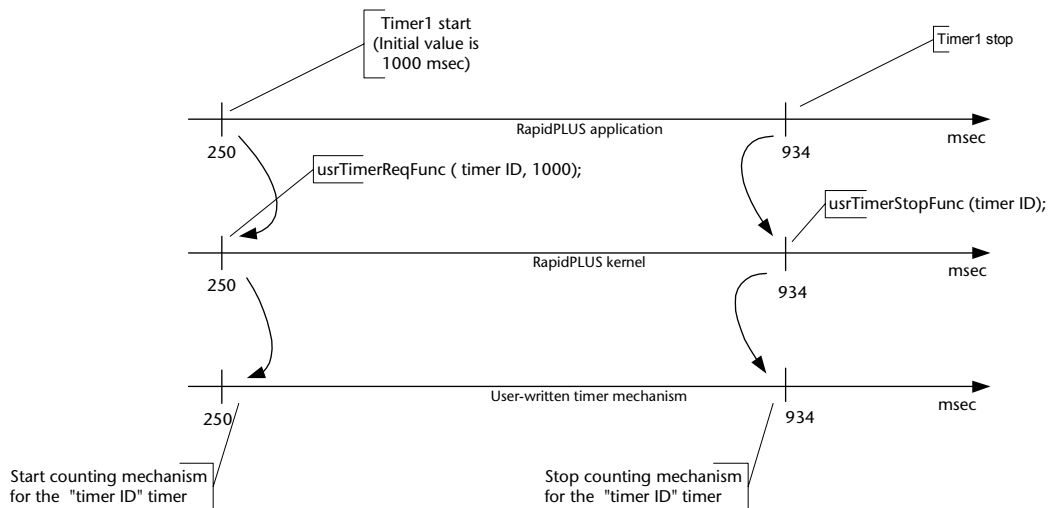
        // Distribute ticks of expired timers
        while(getNextExpiredTimer(&expiredTimer, &deviation))
        {
            // When calling "rpd_TimerExpired" remember it does not
            run state machine cycle.
            rpd_moreToDo |= rpd_TimerExpired(expiredTimer, deviation);
        }
        if(rpd_moreToDo)
            rpd_moreToDo = rpd_PrivRunIdle();

    } /*End MAIN_RAPID_LOOP
*/
}

```

### Scenario 2: Start → Stop Timer

The following scenario describes the operations that take place in the RapidPLUS application, in the RapidPLUS kernel, and in the user-written timer mechanism when a timer is started in the RapidPLUS application and then stopped (before it expires). The arrows describe the logical order of the operations.



## DYNAMIC ALLOCATION API FOR USER OBJECT HOLDERS

The function *Holder1 holdNew* enables runtime generation of the user object defined in the holder—even though this user object has not actually been added to the application. The generated user object is available only for as long as it remains in a holder.

The *holdNew* function differs from *Holder1 holdCopyOf:<SAMPLE\_UDO>* where the argument requires a user object that has been added to the application.

❖ *NOTE: The holdNew function is not available for RapidPLUS object holders.*

The *holdNew* function makes use of the dynamic memory allocation mechanism. To implement this mechanism you must introduce several changes into your interface layer. The mechanism is initialized by the runtime function *rpd\_PrivInitMallocTask* which uses two callback functions: *usr\_MallocFunc* and *usr\_FreeFunc*.

### Dynamic Allocation API at a Glance

NAME	DESCRIPTION
<i>rpd_PrivInitMallocTask</i>	Initializes the dynamic memory allocation mechanism.
< <i>usr_FreeFunc</i> > < <i>usr_MallocFunc</i> >	These callback functions are implemented by the embedded system integrator and called by RapidPLUS when dynamic memory allocation is required.

### Using the Dynamic Allocation API

#### *rpd\_PrivInitMallocTask*

Initializes the dynamic memory allocation mechanism and sets the user callback dynamic memory allocation functions.

#### Syntax

```
RINT rpd_PrivInitMallocTask(User_ErrorFunc errorFunc,
User_mallocFunc mallocFunc, User_FreeFunc freeFunc);
```

**Parameters**

*mallocFunc*,  
*freeFunc*                      Pointers to the callback functions (see *usr\_MallocFree* and *usr\_FreeFunc* below) to be called when dynamic memory allocation is required.

**Return Value**

None

**Remarks**

This function plays the same role as *rpd\_PrivInitTask* and should be called in its place when you want to support dynamic allocation.

*usr\_FreeFunc* (can be any valid C function name)

Frees the allocated memory.

**Syntax**

```
void usr_FreeFunc(void *mem);
```

**Parameters**

*mem*                              Pointer to the allocated memory block.

**Return Value**

None

*usr\_MallocFunc* (can be any valid C function name)

Allocates the required memory.

**Syntax**

```
void *usr_MallocFunc(int memSize);
```

**Parameters**

*memSize*                        Size of memory block to be allocated.

**Return Value**

Pointer to the allocated memory block.

## Integrating the *holdNew* Function

- 1 Write and declare two user functions: *usr\_MallocFunc* and *usr\_FreeFunc*.
- 2 Call *rpd\_PrivInitMallocTask* after *rpd\_PrivInitTask* and before *rpd\_PrivStart*.
- 3 Call *rpd\_PrivEnd* at the end of the main RapidPLUS loop to ensure release of dynamically allocated memory.

### Code example

```

/* Include standard library definition for malloc */
#include <malloc.h>

/* Declare user-defined functions malloc and free */

void *usr_malloc(int memSize);
void usr_free(void *mem);

int main()
{
    /*..... code .....*/

    /* Initiate Rapid application (MYTask) */
    rpd_PrivInitTask (usr_ErrorFunc);
    /* Set pair of memory allocation callback functions
       Must do it before start!
    */
    rpd_PrivInitMallocTask((RFUNCTION)usr_malloc,
(RFUNCTION)usr_free);

    /* Start the state machine */
    rpd_PrivStart();

    MAIN_RAPID_LOOP
    {

        /*..... code .....*/

    } /*End MAIN_RAPID_LOOP
*/

    /* Must call exit procedure to force memory release */
    rpd_PrivEnd();

    return 0;
}
//----- usr_malloc -----

void *usr_malloc(int memSize)

```

```
/* Allocate required memory area*/
{
    return malloc(memSize);
}

//----- usr_free -----

void usr_free(void *mem)
/* Free the memory specified by mem pointer. */
{
    free(mem);
}
```

## IMAGE API

To support the *fromHandle* function, the embedded system integrator must write the callback function *usr\_GetBitmapFunc*. This function gets an index sent by the *fromHandle* function, and returns a pointer to a RapidPLUS bitmap. The value returned by *usr\_GetBitmapFunc* is used to replace the value in the current image pointer.

To register the *usr\_GetBitmapFunc* callback function, the embedded system integrator must call the function *rpd\_PrivInitGetBitmapFunc* with the function *usr\_GetBitmapFunc* as a parameter. The function *rpd\_PrivInitGet-BitmapFunc* must be called before *rpd\_PrivStart*.

## Using the Image API

*usr\_GetBitmapFunc* (can be any valid C function name)

This callback function gets an index sent by the *fromHandle* function, and returns a pointer to a RapidPLUS bitmap cast to void.

### Syntax

```
void* usr_GetBitmapFunc(RLONG handle)
```

### Parameters

*handle*                      Index of a RapidBitmap object.

**Return Value**

Pointer to a RapidPLUS bitmap object cast to void.

**Remarks**

Currently only pointers to RapidPLUS bitmap objects are supported.

**rpd\_PrivInitGetBitmapFunc**

Initializes the *usr\_GetBitmapFunc* function.

**Syntax**

```
void rpd_PrivInitGetBitmapFunc(User_GetBitmapFunc getBitmapFunc)
```

**Parameters**

*getBitmapFunc* Pointer to a function with a single argument of type RLONG; the function returns a void pointer.

**Return Value**

None

**Remarks**

This function must be called after *rpd\_PrivInitTask* and before *rpd\_PrivStart* in the interface file.

**Integrating the *fromHandle*: Function**

- 1 Create a RapidPLUS application that contains a user object (for example, *pictures.udo*) with several bitmap objects (for example, *GrayPicture* and *SmallPicture*).
- 2 Generate C code for the application. The generated file *pictures.c* will be used as a source for RapidPLUS bitmap objects.
- 3 Now generate the application that contains a RapidPLUS image object and actions with *RapidImage\_fromHandle*.

- 4 Implement `void* usr_getBitmap(RLONG handle)`, which looks like:

```
void* usr_getBitmap(RLONG handle)
{
    switch(handle)
    {
        case 1: return (void *)PICTURES_R1234_GrayPicture;
        case 2: return (void *)PICTURES_R4321_SmallPicture;
        default:
            usr_RunTimeError(RTRUE, 788);
            return RapidImage_get(&MYTask._mainApp.myApp_R1088_Image1);
    }
}
```

- 5 Put `rpm_PrivInitGetBitmapFunc(usr_GetBitmapFunc)`; before `rpm_PrivStart()` in the interface file.

## DEBUG API

You use the debug API in order to monitor the execution of the embedded RapidPLUS application in terms that are native to RapidPLUS (that is, objects, modes, activities and transitions). You set up this debugging mechanism by registering a callback function and defining at what point(s) that function will be called by the kernel while the application is running.

For example, you could specify that the callback debug function will be called before each transition in the main application, and/or before each entry activity in a specific user object. Note that the main application and each of its user objects is a unique debugging context.

Each time the callback function is called during runtime, RapidPLUS provides relevant information concerning the application or user object status. For example, if the callback function is called before an entry or exit activity, RapidPLUS sends the ID of the debugging context and the ID of the activity's mode.

This information is sent to the callback debug function in numerical format; if, however, during code generation, you included debug information in the generated code (as explained on p. 10-4), you can call various functions that translate the raw numerical information into meaningful strings. For example, you could call a function that substitutes the mode name for the numerical mode ID.

The same callback debug function registered in the kernel would also determine how and where the debug information will be displayed.



Some options would be to display the debug information on the embedded system's display, or to send it to other debugging applications.

❖ *NOTE: When you're finished debugging the embedded application, you can save space by regenerating the code without the debug information options enabled, and without registering any debug functions.*

## The Debug API at a Glance

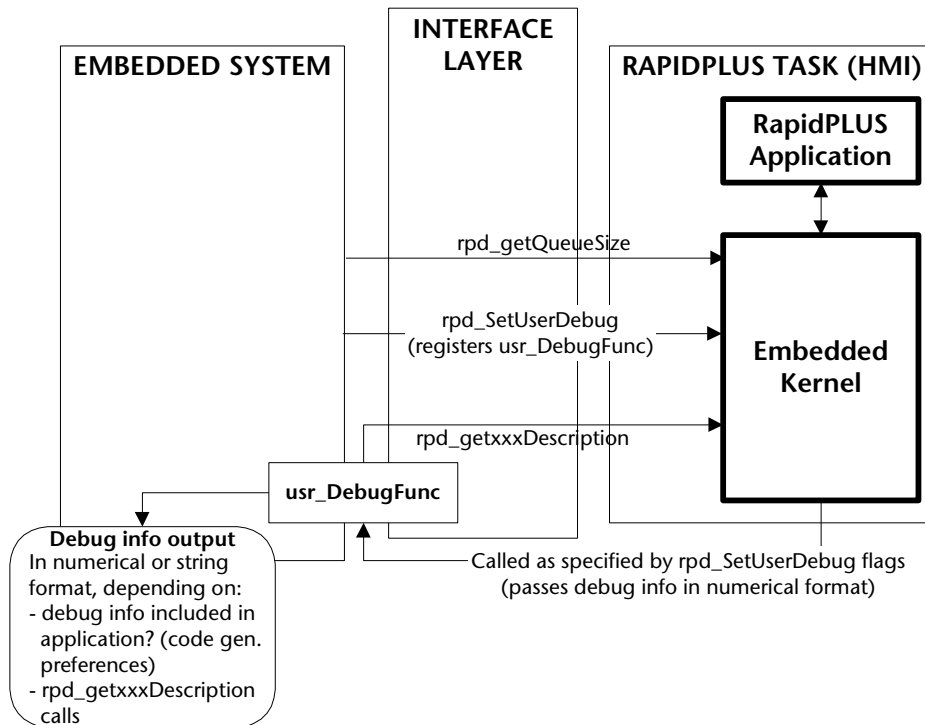
NAME	DESCRIPTION
<i>rp_d_SetUser-Debug</i>	Specifies the callback debug function (< <i>usr_Debug-Func</i> >); points to and defines the size of the buffer (an array of integers) that holds the debug information (see the Debug Information Bits table on p. 4-5).
<i>rp_d_GetMode-Description</i>	Writes the mode name in the debug information buffer.
<i>rp_d_GetTran-Description</i>	Writes the source and destination mode names, as well as source code for the trigger and action(s), in the debug information buffer.
<i>rp_d_GetMAct-Description</i>	Writes the name and RapidPLUS source code of a specified mode activity in the debug information buffer.
<i>rp_d_GetQueue-Size</i>	Returns the maximum sizes of the queues (such as the user-generated and logic-generated event queues), as well as the temporary working memory, that were used by the application during the entire run.
<i>rp_d_GetUDO-ClassName</i>	Writes the user object's class name in the debug information buffer.
<i>rp_d_GetUDO-InstanceName</i>	Writes the user object's instance name in the debug information buffer.
<i>rp_d_GetCurrent-ContextID</i>	Gets the index of the main application or one of its user objects depending on which of them is currently active.
< <i>usr_DebugFunc</i> > (can be any valid C function name)	Implemented by the embedded system integrator as a tool for debugging the RapidPLUS application. It is called by the kernel on the actions specified in the <i>rp_d_Set-UserDebug</i> function.

## Debug API in Context

The illustration below describes how the various debug functions interact on the target platform.

- ❖ **NOTES:** *The Debug Info Output can be sent to an embedded system device (such as a display), or any external device connected to the embedded system (such as a monitor).*

*rpd\_GetQueueSize is used to determine the optimal queue sizes and temporary working memory in the Buffer Sizes tab of the Code Generation Preferences dialog box. For implementation details, see “Buffer and Queue Preferences” on pp. 10-10 to 10-13.*



## Using the Debug API

### rpd\_SetUserDebug

If debug callbacks are required, this function is called by the embedded system after initialization of the RapidPLUS task by *rpd\_PrivInitTask*. It sets the callback function (*usr\_DebugFunc*); it provides a pointer to the debug buffer and specifies its maximum size.

❖ *NOTE: If you want to include debug callbacks immediately upon application startup, then call this function before rpd\_PrivStart.*

#### Syntax

```
RINT rpd_SetUserDebug (User_DebugFunc usr_DebugFunc, RINT *intBuff,  
RINT buffMaxSize, RINT flag);
```

#### Parameters

<i>usr_Debug- Func</i>	Pointer to a callback function provided by the embedded system integrator.
<i>intBuff</i>	Pointer to a buffer (array of integers) that will contain the debug information. This buffer is passed as a parameter to the callback debug function.  The suggested buffer size is 256. You can determine the exact size, which should be large enough for either the number of active modes in the application/user object that is being debugged or the number of possible transitions that can be executed in one state machine cycle; depending on which of these numbers is larger.  <b>To determine this number:</b> <ol style="list-style-type: none"><li>1 Generate code for the application/user object.</li><li>2 Open its generated TXT file (located in the output folder for the generated files). This file contains numbered lists for the modes and transitions.</li><li>3 Use the larger of the two numbers.</li></ol>
<i>buffMaxSize</i>	The size (that is, maximum number of elements) of the buffer array.
<i>flag</i>	A sum of bit values, indicating when the <i>usrDebugFunc</i> is called for the specified context, and the combination of debug information to be put in the buffer. Refer to the Debug Information Bits table in the Remarks section.

**Remarks**

The following table describes the Debug Information Bits that determine (a) what information is sent to the buffer, and (b) when the callback debug function is called by the kernel. The flags are defined in *c\_defs.h*.

<b>BIT NAME</b>	<b>INFORMATION SENT TO BUFFER</b>	<b>BIT VAL.</b>	<b>WHEN USER FUNCTION IS CALLED</b>
<i>fDBGAct-ModeBefore</i>	List of active modes	1	Before executing a kernel cycle
<i>fDBGAct-ModeAfter</i>	List of active modes	2	After executing a kernel cycle
<i>fDBGTransitions Summary</i>	Not in use for current version	4	—
<i>fDBGTransitions Detail</i>	Transition executed in the last cycle. A transition comprises two integers: the source mode ID and the transition index (in the mode's list of external transitions, where the first external transition index is zero).	8	Before each transition
<i>fDBGEntryAct</i>	Mode ID	16	Before each entry activity
<i>fDBGExitAct</i>	Mode ID	32	Before each exit activity
<i>fDBGModeAct</i>	Mode activity ID, comprised of two integers: the mode ID and the mode index (in the mode's list of mode activities, where the index of the first mode activity is zero).	64	Before each mode activity

## Using the *rpd\_SetUserDebug* Function

- 1 The first step would be to implement a user function something like the one shown below:

```

void usr_DebugFunc (RINT infoType, RINT *intBuff, RINT numElems)
/* Callback to be called by Task to trace debug information */
{
    int i;
    char myBuff[101];
    const char *debugDescript;

    /* Get active context name using its root mode name */
    rpd_GetModeDescription (0, myBuff, 100);
    printf("\n <Context:%s>\n", myBuff);

    /* Get description of the performed action */
    switch (infoType)
    {
        case fDBGActModeBefore :
        case fDBGActModeAfter :
            /* List active modes */
            debugDescript = (infoType==fDBGActModeBefore?
"Active modes before:" :
"Active modes after:");
            printf("%s",debugDescript);
            for(i=0; i< numElems; i++)
            {
                rpd_GetModeDescription (intBuff[i], myBuff, 100);
                printf("%s, ",myBuff);
            }
            break;

        case fDBGTransitionsDetail :
            /* Get description of the performed transition */
            rpd_GetTranDescription (intBuff[0], intBuff[1], myBuff, 100);
            printf("%s ",myBuff);
            break;

        case fDBGEntryAct :
        case fDBGExitAct :
            /* Write explanation like "WaitMode: Entry activity done" */
            rpd_GetModeDescription (intBuff[i], myBuff, 100);
            printf("%s",myBuff);
            debugDescript = (infoType==fDBGEntryAct?

```

```

    "Entry activities done." :

    "Exit activities done.");
    printf("%s", debugDescript);
    break;

    case fDBGModeAct :
        /* Get description like "WaitMode:Mode activity #1" */
        rpd_GetMActDescription (intBuff[0], intBuff[1], myBuff, 100);
        printf("%s ", myBuff);
        break;

    default :
        break;
}
}

```

2 The second step would be to call the function *rpd\_SetUserDebug* as follows:

```

rpd_SetUserDebug
(usr_DebugFunc,

    buff,

    buffMaxSize, /* 256 */

    fDBGActModeBefore|fDBGActModeAfter

    | fDBGTransitionsData
      | fDBGModeAct);

```

❖ **NOTE:** *RapidPLUS* passes modes and objects to the user function as IDs. If you want the debug information to reference modes and objects by name, you must:

- (a) Choose to include these constants in the generated code in the Debug tab of the Code Generation Preferences dialog box.
- (b) Call the function *rpd\_GetModeDescription* or *rpd\_GetObjectDescription* (see below). In the example above, refer to the “switch (infoType)” cases *fDBGActModeBefore* and *fDBGModeAfter*.

## rpd\_GetModeDescription

Returns the name of the specified mode (in the currently active context) as a string in parameter *\*buff*.

### Syntax

```
RINT rpd_GetModeDescription(RINT modeID, RCHAR *buff, RINT buffMaxSize);
```

### Parameters

<i>modeID</i>	ID of the mode received from the user debug function.
<i>buff</i>	Pointer to the buffer (array of characters) that is to be filled by the mode name.
<i>buffMaxSize</i>	The maximum size of the string buffer.

### Return Value

0 or 1

### Remarks

Should be called immediately upon receipt of numeric debug information from the kernel.

## rpd\_GetTranDescription

Returns transition information (source and destination modes and source code for trigger and action(s)) for the active context in parameter *\*buff*.

### Syntax

```
RINT rpd_GetTranDescription(RINT modeID, RINT tranID, RCHAR *buff, RINT buffMaxSize);
```

### Parameters

<i>modeID</i>	ID of the source mode received from the user debug function.
<i>tranID</i>	Index of the transition in the source mode's list of external transitions. The first transition index is zero.
<i>buff</i>	Pointer to the buffer that contains the source code of the transition's trigger and action(s).
<i>buffMaxSize</i>	The maximum size of the string buffer.

**Return Value**

0 or 1

**Remarks**

Should be called immediately upon receipt of numeric debug information from the kernel.

**rpdc\_GetMActDescription**

Returns the mode name and source code from the active context, in parameter *\*buff*.

**Syntax**

```
RINT rpd_GetMActDescription(RINT modeID, RINT actID, RCHAR *buff,  
RINT buffMaxSize);
```

**Parameters**

<i>modeID</i>	ID of the source mode received from the user debug function.
<i>actID</i>	Index of the mode in the list of mode activities. The first mode activity index is zero.
<i>buff</i>	Pointer to the buffer that contains the mode name and source code.
<i>buffMaxSize</i>	The maximum size of the string buffer.

**Return Value**

0 or 1

**Remarks**

Should be called immediately upon receipt of numeric debug information from the kernel.

**rpdc\_GetQueueSize**

Gets the maximum sizes of the internal and external event queues, as well as the temporary memory, that were used in the application until now.

**Syntax**

```
void rpd_GetQueueSize(RINT *eventQSize, RINT *genEventQSize, RINT  
*COTAMAQSize, RINT *doListSize, RINT *tempMemSize);
```



**Parameters**

<i>eventQSize</i>	Maximum size of the user-generated event queue.
<i>genEventQSize</i>	Maximum size of the logic-generated event queue.
<i>COTAMAQSize</i>	Maximum size of the condition-only transition/mode activity object queue.
<i>doListSize</i>	Maximum size of the (event) transition object queue.

**Return Value**

None (values are returned inside parameters).

**Remarks**

Call this function towards the end of the embedded application run, so that RapidPLUS can compute realistic maximum sizes for the parameters.

Use these values in the Buffer Sizes tab of the Code Generation Preferences dialog box (see pp. 10-10 to 10-13).

**rpd\_GetUDOCClassName**

Returns the user object's class name from the active context, in parameter *buff*.

**Syntax**

```
RINT rpd_GetUDOCClassName(RINT contextID, pchar buff, RINT buffMaxSize);
```

**Parameters**

<i>contextID</i>	ID of the user object received from the user debug function, <i>rpd_getCurrentContextID</i> .
<i>buff</i>	Pointer to the buffer (array of characters) that is to be filled by the user object name.
<i>buffMaxSize</i>	The maximum size of the string buffer.

**Return Value**

0 or 1

**Remarks**

Should be called immediately upon receipt of numeric debug information from the kernel.

### rpd\_GetUDOInstanceName

Returns the user object's instance name from the active context, in parameter buff.

#### Syntax

```
RINT rpd_GetUDOInstanceName(RINT contextID, pchar buff, RINT buffMaxSize);
```

#### Parameters

<i>contextID</i>	ID of the user object received from the user debug function, <i>rpd_getCurrentContextID</i> .
<i>buff</i>	Pointer to the buffer (array of characters) that is to be filled by the user object name.
<i>buffMaxSize</i>	The maximum size of the string buffer.

#### Return Value

0 or 1

#### Remarks

Should be called immediately upon receipt of numeric debug information from the kernel.

### rpd\_GetCurrentContextID

Gets the index of the main application or one of its user objects depending on which of them is currently active.

#### Syntax

```
RINT rpd_GetCurrentContextID();
```

#### Parameters

None

#### Return Value

Index of the currently active application/user object.

#### Remarks

Should be called immediately upon receipt of numeric debug information from the kernel.

## usr\_DebugFunc (can be any valid C function name)

Implements the debug procedures when called by the kernel.

### Syntax

```
void usr_DebugFunc (RINT infoType, RINT *buff, RINT buffSize)
```

### Parameters

<i>infoType</i>	One of the values in the Debug Information Bits table.
<i>buff</i>	Same buffer pointer as the buff parameter in <i>rpd_SetUserDebug</i> .
<i>buffSize</i>	Same buffer size as the buffSize parameter in <i>rpd_SetUserDebug</i> .

### Remarks

The function *rpd\_SetUserDebug* registers this function in the kernel and tells the kernel when to call the function. The user function, in turn, calls the appropriate functions (*rpd\_GetModeDescription*, *rpd\_GetTransitionDescription*, *rpd\_GetMActDescription*) to translate the numeric debug information into string format. See a sample *usr\_DebugFunc* on p. 4-25.

## Generated Text Files That Aid in Debugging

When debug information is included in the generated code (by selecting the “Enable runtime debugging” option in the Code Generation Preferences dialog box, Debug tab), various text files are created. These files contain information about an application’s mode tree and transitions.

The text files can be used with external applications to visualize the mode tree and the active modes (similar to the Trace feature in the Prototyper). These files can also be used in an external logger application, similar to the RapidPLUS Logger. The external applications should receive the embedded RapidPLUS runtime debug information, and translate this information from IDs and codes into readable information, using the generated text files.

The generated files are:

*\_\_<name of main application>\_\_generalInfo.txt*

This file contains:

- Information about the RapidPLUS version and the main application.
- A list of all the project's generated .c files. A .c file is generated for the main application and each of its user objects. Two .c files are generated for an application/user object that was split.
- Information about the project's graphic display object.
- The settings of various code generation options, e.g., `SingleTask=false`.

*<name of main application>.txt*

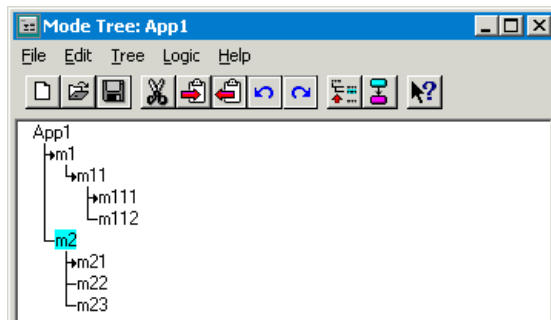
This file contains a list of the main application's modes, transitions, and a list of each mode's child modes.

*<name of user object 1>.txt, <name of user object 2>.txt...<name of user object n>.txt*

A text file is generated for each user object that was generated as a Full Object. Each file contains a list of the application's modes, transitions, and a list of each mode's child modes.

### **Example**

The sample application was generated with the "Enable runtime debugging" option selected. Here is the application's mode tree as a reference:



The generated text file looks like:

```

*****/
* Code Generation Information:
*   Rapid Version      : LW 7.02.3(7315)<7108/4.6.14>
*   Generation Type   : Application
*****/
[myApp]

[Modes List]
[0], mode_App1
[1], mode_m1
[2], mode_m11
[3], mode_m111
[4], mode_m112
[5], mode_m2
[6], mode_m21
[7], mode_m22
[8], mode_m23

[Transitions List]
[0], Trns: mode_App1->cNone internal;Timer1 tick
[1], Trns: mode_App1->mode_m2 Condition: (1) D:m2;Event1
triggered & Integer1 = 13
[2], Trns: mode_m11->mode_m2 internal;Timer2 tick
[3], Trns: mode_m111->mode_m112 internal;Event1 triggered
[4], Trns: mode_m112->mode_m21 Condition: (1) D:m21;Event1
triggered & Integer1 <> 2

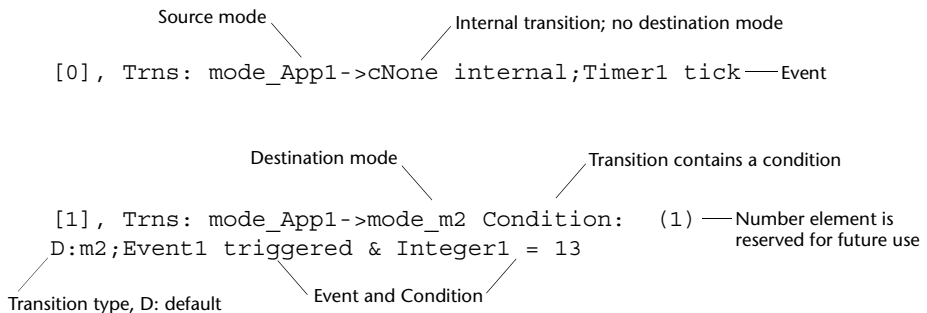
[Mode Tree]
[0], 1,5
[1], 2
[2], 3,4
[5], 6,7,8
    
```

List of modes numbered by placement in the mode tree

List of transitions starting from the first mode

List of each mode's child modes according to the numbering in the Modes List section

Here is an explanation of the first two lines of the Transitions List:



## C ANSI STANDARD RUNTIME FUNCTIONS

The embedded RapidPLUS kernel implements the library of standard C runtime functions by calling private RapidPLUS functions that are implemented publicly in the following RapidPLUS-supplied files:

- *Cdbcslib.c*: to be used for non-Unicode applications. It includes the standard C libraries: math, stdlib, time and stdio.
  - *Cunilib.c*: the same as *Cdbcslib.c*, but to be used for Unicode applications.
  - *Clib.c*: to be used for Unicode applications with compilers that do not yet support the new standard functions *vswprintf*, *swprintf*, *\_wtoi* and *\_wtof*.
- ❖ *NOTE: If none of these files are compiled together with the generated RapidPLUS application, the embedded RapidPLUS application will not link properly. The file you choose, of course, is determined by the requirements of your embedded system.*

For example, the compiled kernel will implement the *sin* function on a RapidPLUS number by calling a kernel function something like this:

```
RDOUBLE RapidNumber_sin (RapidNumber number)
{
    R_sin (RapidNumber_get (number));
}
```

where *R\_sin ( )* is implemented in the various RapidPLUS runtime function libraries by calling the C runtime function *SIN ( )*, as follows:

```
RDOUBLE R_sin(RDOUBLE num)      { return sin(num); }
```

If you want to implement these standard runtime functions differently, you can edit the function implementations in the RapidPLUS-supplied files in the sections designated for alternative code.

# *Integrating an Application*

This chapter describes the procedure of integrating a generated RapidPLUS application into the embedded system environment. It is based on the example application which is described in Appendix J: “Description of Example Application.” The application’s design is discussed in detail in Chapter 2: “Application Design Guidelines.”

This chapter presents:

- The RapidPLUS task in context.
  - How to generate the example application.
  - How to write the interface layer: RapidPLUS outputs to the embedded system (implementing the generated interfaces), and embedded system inputs to RapidPLUS (implementing the translation layer).
  - How to compile and link the application.
- ❖ *NOTE: The RapidPLUS-generated source code files and other interface files discussed in this chapter have been copied to the \Applics\Cg\_Demo\Cgout folder. We highly recommend that you have these files open (in Notepad or any other ASCII text editor) while you read this chapter.*

## THE RAPIDPLUS TASK IN CONTEXT

Before getting into the details of generating and implementing the interface layer of the example application, it is important to understand the role filled by the RapidPLUS task in the embedded system.

The typical embedded system works in a multitasking, real-time operating system (RTOS) environment. The embedded system comprises several tasks, that is, infinite loops manipulated by the RTOS the tasks communicate with each other via some kind of messaging system. Some typical tasks in a cell phone (which is our example) would be:

- Call processing
- Audio
- Keypad
- Man-machine interface (MMI)

Each task is responsible for a different aspect of the embedded system and knows how to inform the other tasks about its current state and whether something has happened in its domain of responsibility. In our example, the Call Processing task is responsible for processing the Calling protocol the Audio task, for all audio elements such as microphone, speaker, and audio paths the Keypad task, for accepting key presses on the keypad and the MMI task, for the MMI logic, which is usually implemented as a state machine.

In addition, some embedded system elements can be accessed directly via function calls without being encapsulated in a task. A good example of that is a display or LCD, which may often be implemented outside the context of a task and is activated directly through function calls.

If we focus for a moment on the MMI task, we see that it is usually an infinite loop that waits for messages from other tasks. When a message arrives, the MMI task analyzes it and performs its logic. The general outline of this task (in pseudo code) is:

```
FOREVER
{
    wait for a message ()
    analyze message ()
    perform logic ()
}
```

The complex part of the code in this loop is “perform logic ()”, which needs to make the decisions concerning what to do/activate/display/perform. This embedded system code is provided by the embedded RapidPLUS application and kernel.



However, the embedded RapidPLUS application does not know *a priori* how to analyze the embedded system messages, whose structure is purely system dependent. Therefore, you need to implement the “analyze message ()” part of the loop in the interface layer, which knows both the embedded system **and** the RapidPLUS “languages.” This code will take an embedded system message, translate it into RapidPLUS “language” and pass it on to RapidPLUS. This translation is accomplished using RapidPLUS macros and API.

In addition, RapidPLUS may want to send messages to the other tasks, or activate embedded system functions, such as the display functions mentioned above. This code is, once again, system dependent, and you will have to implement it in the interface layer as well. As you will soon see, RapidPLUS provides you with a comfortable “bed” for this implementation.

❖ *NOTE: The example in this chapter is written for the MS-DOS environment, which is very widespread, but not multitasking. We have implemented only one task (in MAIN.C), which simulates all the necessary tasks for our example.*

## GENERATING THE EXAMPLE APPLICATION

To generate the example application:

- 1 Create the folder “Cgout” in which you will write the generated files.
- 2 Open the main application, TEL\_MAIN.RPD.
- 3 Set the following preferences in the Code Generation Preferences dialog box (in the Application Manager window, choose Code Generator|Code Generation Preferences):

TAB	OPTION	SETTING
<i>General</i>	Source output folder	The \Cgout folder created in Step 1 above
<i>Optimizations</i>	CRUNCH	Selected
<i>Data sizes</i>	Default string size	50
	Default array size	50
<i>Components</i>	Tel_msgs	Full object - selected
	All other user objects	Interface only - selected

- 4 Click OK to accept the settings and close the Code Generation Preferences dialog box.
- 5 Generate the code. To do so, choose Code Generator|Generate Code and click Start in the Code Generation Status dialog box.

## The Output Files

In the \\Cgout folder, you will find the output of the Code Generator. Each generated interface, generated user object, and the application itself has a corresponding program (.c) file and header (.h) file:

<b>MODULE</b>	<b>HEADER FILE</b>	<b>PROGRAM FILE</b>
Application	<i>Tel_main.h</i>	<i>Tel_main.c</i>
Display generated interface	<i>Tel_disp.h</i>	<i>Tel_disp.c</i>
Icons generated interface	<i>Tel_icon.h</i>	<i>Tel_icon.c</i>
Keypad generated interface	<i>Tel_kpad.h</i>	<i>Tel_kpad.c</i>
Network generated interface	<i>Tel_net.h</i>	<i>Tel_net.c</i>
Utilities generated interface	<i>Tel_util.h</i>	<i>Tel_util.c</i>
Messages user object	<i>Tel_msgs.h</i>	<i>Tel_msgs.c</i>

## WRITING THE INTERFACE LAYER

You need to write the interface layer at two levels:

- Implement RapidPLUS outputs to the embedded system via the user objects generated as interface only. You will write this code in the generated interface source code files themselves.
- Implement the RapidPLUS task, which receives relevant inputs from other embedded system tasks and translates them into calls to the appropriate generated macros in the RapidPLUS application file. The generated macros are described in detail on p. 3-10. You will implement the RapidPLUS task in *rpd\_api.c*, which initializes and starts the RapidPLUS application and makes the macro calls.

In *main.c* you will simulate all tasks of the embedded system that are external to the RapidPLUS task. It contains the *main ()* of the application and implements an infinite loop which is responsible for getting keyboard keypresses and for synchronizing timing.

❖ *NOTE: Because RapidPLUS is not re-entrant, all messages to RapidPLUS must be sent from the RapidPLUS task (or, in our case, rpd\_api.c).*

## Implementing the Generated Interfaces

The areas within which you can write user code in the generated source code files are demarcated by two comment lines:

```
/****** RapidUserCode BEGIN <area name> *****/
/****** RapidUserCode END   <area name> *****/
```

As an example of implementing a generated interface, you will use *Tel\_disp.c*.

## Declaring Prototypes, Global Variables or #includes

If you look for the first place where you are to implement user code, you find it right before the first exported function. In the PROLOGUE area, you have room to declare any prototypes or global variables, and include any header file you would like. To work in the DOS environment, use the standard libraries, and include them right here:

```
/****** RapidUserCode BEGIN PROLOGUE *****/
#include <conio.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
/****** RapidUserCode END   PROLOGUE *****/
```

## Implementing exported functions

Exported functions of generated interfaces will be called by the RapidPLUS application. They are created as empty shells for you to implement in terms that are meaningful to the embedded system. Next you will implement the exported function which is called `displayContents: <String:DispContents>` in RapidPLUS, and in the generated code:

```
TEL_DISP_R7639_displayContents_      (TEL_DISP*   udo,
                                       const pchar Parm_string)
```

As you can see, the generated name is comprised of the generated interface name concatenated with a unique number and the RapidPLUS function

name. Its parameters are the parameter given to it in RapidPLUS, plus a parameter which is a pointer to the instance of the generated interface. The pointer is defined as a structure in the user object's *.h* file.

The purpose of this function is to display on the screen the string that arrives as a parameter. Our implementation formats the string and then prints it in designated places on the standard output, as follows:

```

    TEL_DISP_R7639_displayContents_      (TEL_DISP*   udo,
                                          const pchar Parm_string)

{
/***** RapidUserCode BEGINTEL_DISP_7639_displayContents *****/
    printf("n%S", Parm_string);
/***** RapidUserCode ENDTEL_DISP_6739_displayContents*****/
}

```

The user object's *displayTime*: function is implemented similarly in the same generated file.

❖ *NOTE: You can not always use the parameter directly. See Chapter F: "RapidPLUS Object Manipulation Functions" to learn how objects are manipulated.*

## Adding Subfunctions

You will find that there is still another user code area at the bottom of the file:

```

/***** RapidUserCode BEGIN EPILOGUE *****/
/***** RapidUserCode END   EPILOGUE *****/

```

This place is there in case you want to add subfunctions to help you with the implementation of the exported functions. Since you do not need any here, simply leave this spot empty.

So far you have finished the implementation of the display functions. The rest of the exported functions in the generated interfaces should be implemented in the same manner.

As for *Tel\_msgs.udo*, it was generated as a user object and not as an interface. Since code was generated for its objects and its internal logic, you do not need to implement anything for this user object.

## Implementing a Union's Generated *send* Function

If a generated interface includes message unions (such as *tel\_kpad.udo* and *tel\_net.udo*), the Code Generator generates (in the user object's *.c* file) several functions for each union. The appropriate function is called whenever the

parent application logic calls a structure's *send* function, or calls the union's *deactivateAny* function. Each of these generated functions has a user code area in which the function can be implemented according to embedded system requirements.

In the case of the *send* function, the problem that has to be overcome by the user code is that the embedded RapidPLUS application knows **what** to send and **when**, but not how. Communication between tasks in an embedded system may be carried out in various ways, such as mailboxes or message queues, but each method is system dependent.

In *tel\_net.udo*, for example, there are two situations in which the parent application sends a structure to the user object:

- At startup, in order to “force” the user object to send the current RSSI value, the parent application sends the union's *updateRequest* structure.
- In order to control the Talk LED in the user object, the parent application, upon entry to and exit from *talking* mode, assigns the appropriate value to the *status* field of the union's *call* structure and sends the structure.

The following code shows how it is implemented:

```
void TEL_NET_R7634_Union1_send ( TEL_NET_R7634_Union1* unionPtr,
                               RINT                    structID)
{
    if (!RUnion_isActiveStruc (unionPtr, structID))
    {
        CardRunTimeError(rtStrucIsNotActive)
        return
    }
    /****** RapidUserCode BEGIN TEL_NET_SEND *****/

    switch (structID) {
    /* If the structure is 'updateRequest' - from the localID enum in
       tel_net.h */
        case CUM_TEL_NET_R4729_Union1_updateRequest:
        {
            updateRSSI = RTRUE /* Next cycle, send the RSSI value */
            } break
    /* If the structure is 'call' */
        case CUM_TEL_NET_R7905_Union1_call:
        {
            isTalking = (unionPtr->structs.cUF_R1768_call.cSF_R15712_status != 0)
                        /* Next cycle, turn on the talking LED */
            } break
    }
    /****** RapidUserCode END TEL_NET_SEND *****/
}
```

## Writing the Translation Code

So far you have dealt with information going from the RapidPLUS application to the outside world. Now you need to deal with information coming from the outside world into RapidPLUS. This translation code serves the following functions:

- It captures all the relevant inputs from the outside world. Among the code written here will be a call to the RapidPLUS function *rpd\_PrivUpdateTimer* (see p. 4-6), which updates RapidPLUS's time-related objects according to input from the embedded system clock.
- It calls the appropriate user object generated macro to either trigger an event, get/set a property value, or send a structure to the embedded RapidPLUS application.
- For each macro call, it calls the RapidPLUS function *rpd\_PrivRunIdle* (see p. 4-7), to run at least one cycle of the embedded state machine.

## Capturing Relevant Embedded System Inputs

In our example application, the RapidPLUS task requires the following inputs from the underlying embedded system:

- Key presses for implementing the keypad logic.
- Clock inputs for timing synchronization.
- Messages from the Network task (simulated by key presses).
- Input from the Power task (simulated by key presses).

You have implemented the capturing part of the translation layer in the *main.c* file, which contains the *main()* of the application. The latter function is an infinite loop waiting for keyboard inputs. Whenever a key press (other than the Esc key) is detected, it calls the *ProcessKeyStroke()* function (implemented in the *rpd\_api.c* file).

The loop, most of which is shown on the following page, also:

- Sends timing synchronization to RapidPLUS, via the *tick()* function. This function gets the elapsed time, in milliseconds, since the last call.
- Takes care of sounding the appropriate tone whenever a beep is sounded by the tone generator (represented by *tel\_util.udo*).
- Calls *SendRSSI\_Value()* (implemented in *rpd\_api.c*) whenever the RSSI value changes in the network (represented by *tel\_net.udo*).

- Calls *ShowTalkStatus()* (implemented in *rp\_d\_api.c*) whenever the network (represented by *tel\_net.udo*) is notified by the main application that the talking status has changed.

❖ *NOTE: The arrow symbols in the left margin of the following code sample mark specific code lines discussed in the section “Generated macros, moreToDo” immediately following the code sample.*

```

while (!done) /* Until the Esc key is pressed */
{
    if (kbhit())
    {
        pressedKey = getch()
        if (pressedKey == 27)
        {
            done = RTRUE
        }
        else
        {
            if (ProcessKeyStroke(pressedKey))
            {
                ⇒ rpd_moreToDo = rpd_PrivRunIdle()
            }
        }
        continue
    }
    /* If 50 milliseconds has elapsed, send update to Rapid timers */
    if (*( unsigned long _far *) (TICK_ADDRESS) > lLastTime)
        /* Timertick elapsed */
        {
            → rpd_moreToDo = rpd_PrivUpdateTimer((long)cTimerPeriod)
            lLastTime = *( unsigned long _far *) (TICK_ADDRESS)
            continue
        }
    if (isRinging)
    {
        /* Based on function call in tel_util.udo */
        ringCycle++
        if (ringCycle == 500)
        {
            sound(250)
        }
        if (ringCycle >= 1000)
        {
            nosound()
            ringCycle = 0
        }
    }
}
else

```

```

    {
    nosound()
    }

if (isTalking != wasTalking)
{
/* If talking status changed (tel_net) */
ShowTalkStatus()
wasTalking = isTalking
}
if (updateRSSI)
{
/* If RSSI value changed in network (tel_net) */
SendRSSI_Value()
rpd_moreToDo = RTRUE
}
for (i = 0(i < rpd_maxIdleCycles) && (rpd_moreToDo) i++)
{
☞ rpd_moreToDo = rpd_PrivRunIdle()
}
gotoxy(1, 1)
} /* End MAIN_RAPID_LOOP */

```

---

### Generated macros, moreToDo

Take note of the line of code preceded by the symbol  $\Rightarrow$ , where we call *rpd\_PrivRunIdle* (described on p. ) and assign its Return Value to the variable *rpd\_moreToDo*. We do this because the function *ProcessKeyStroke*—called in *main.c* and implemented in *rpd\_api.c*—calls generated macros of user objects in order to send a structure or trigger an event. After calling a generated macro, it is important that you cycle the state machine by calling *rpd\_PrivRunIdle*, ensuring that any logic dependent on the structure or event is taken care of.

In addition, in the line of code preceded by the symbol  $\rightarrow$ , we call *rpd\_PrivUpdateTimer* in order to cycle the state machine and update the RapidPLUS timers. In this case also, we assign the function's Return Value to *rpd\_moreToDo*.

Finally, take note of the line of code preceded by the symbol  $\ominus$ . In this line, we call *rpd\_PrivRunIdle* whenever *rpd\_moreToDo* is TRUE, that is, whenever it has a value other than zero. If necessary, the function will be called repeatedly—for up to the number of cycles specified in the global



variable `rpd_maxIdleCycles`. This variable prevents possible fatal loop situations due to, for example, self-referencing mode activities.

This call is important for handling situations where the state machine has to be cycled in order to handle outstanding internal logic events, as explained in “Handling Logic-Generated Events” on p. 5-14.

### Translating the Embedded System inputs

The `rpd_api.c` file performs the translation in a very straightforward manner. The function `ProcessKeyStroke()` gets a character (`pressedKey`) from `main.c` as its input and calls the appropriate generated macro. The following keypresses are processed by `ProcessKeyStroke()` (and all other keypresses set the function’s Return Value `shouldProcess` to FALSE):

KEYBOARD KEY PRESSED	EQUIVALENT ACTION IN RAPID APPLICATION
0 through 9	Number key press.
s or S	Send key press.
c	Short Clear key press.
C	Long Clear key press.
. or >	RSSI stepper switch + button press.
, or <	RSSI stepper switch - button press.
+ or a or A	Answer button press on simulation panel.
- or e or E	End button press on simulation panel.
p or P	Power button press.

#### *Input is a number key*

If you look at `ProcessKeyStroke ()` in `rpd_api.c`, you will note that we have implemented a “switch” statement based on the value of the function’s input parameter (`keyNum`). If `keyNum` holds a value between 0 and 9, the RapidPLUS application logic requires us to:

- 1 Assign the value of the key that was pressed to the `scanCode` field of the `numKey` structure of the keypad union in `tel_kpad.udo`.

## 2 Send the numkey structure to the embedded application.

The code looks as follows:

```

        case '0':
        case '1':
        case '2':
        case '3':
        case '4':
        case '5':
        case '6':
        case '7':
        case '8':
        case '9':
        {
            keyStr[0] = keyNum /* Assign the input parameter to
keyStr */
            strcpy(numKey.scanCode, keyStr) /* Assign keyStr to
            scanCode field of numKey structure */
            R3476_Keypad_send_keyPad_numKey(&numKey, sizeof(numKey))
/* Call the generated macro that sends a pointer to the structure
and the structure size to the embedded application */
            } break

```

### *Input is Clear or Send Key*

Pressing the Clear key or the Send key requires triggering the appropriate event by calling the event's generated macro. The code looks like this:

```

        case 'S':
        case 's':
        {
            R746_Keypad_sendKey_in() /* Triggers the sendKey_in event */
            } break

        case 'c':
        {
            R10558_Keypad_shortClear_key_in() /* Triggers the
            shortClear_key_in event */
            } break

        case 'C':
        {
            R10558_Keypad_shortClear_key_in() /* Triggers short-
            R2930_Keypad_longClear_key_in() Clear_key_in and then
            longClear_key_in */
            } break

```

And with this code, we have completed all the telephone's keypad input possibilities.

- ❖ *NOTE: Calling the exported event macros triggers the event, but does not run a state machine cycle. Always be sure to follow a macro call with a call to `rpd_PrivRunIdle`, in order to cycle the state machine and handle the RapidPLUS logic dependent on the triggered event.*

### ***Input is from the Network***

Now, you will move on to other elements in the embedded system that may need to pass information to RapidPLUS. You see that the network informs RapidPLUS about:

- RSSI level.
- Answer status, that is, whether the call you initiate is answered, or whether the current call is being ended by the network.
- Incoming calls.

The network module is represented in the RapidPLUS application by the user object `tel_net`. Since we do not have a real embedded network task here, we simulate network inputs in `rpd_api.c` via the PC keyboard (see the table on p. ). See the comments in the implementation code that follows:

```
case 'i';
case 'I';
/* Equivalent to Incoming call button being pressed */
{
    SendIncomingCall("Sales") /* If RSSI value > 0, assigns
        appropriate values to the incomingCall structure
        fields and calls the macro to send the structure */
} break

case '.':
case '>':
{
    RSSI_Value = min(5, RSSI_Value + 1) /* Increment
    RSSI_Value (a global variable) by 1 if it is < 5 */
    updateRSSI = RTRUE /* Causes main ( ) to call SendRSSI_Value(),
        implemented in rpd_api.c assigns RSSI_Value to 'value' field
        of 'RSSI' structure & calls macro to send the structure*/
} breakcase ',':
case '<':
{
```

```

        RSSI_Value = max(0, RSSI_Value - 1)/* Decrements
                                   RSSI_Value by 1 if it is > 0 */
        updaterRSSI = RTRUE /* See comment in previous case */
    } break

case '+':
case 'a':
case 'A':
    {
        SendAnswerStatus(1) /* Assigns '1' to 'answerStatus' field
                             of 'outgoingCall' structure and sends the structure
    */
    } break

case '-':
case 'e':
case 'E':
    {
        SendAnswerStatus(2) /* See comment in previous case */
    } break

```

### ***Input is Power Button***

The last embedded element to give us input is the Power button, which resides in the *tel\_misc* generated interface. We will again use the PC keyboard (see the table on p. 5-11) and a global boolean variable *isOn* to simulate this button:

```

case 'P':
case 'p':
    {
        if (isOn) { /* If the power is on */
            R10969_Util_powerOff() /* Call macro for powerOff event */
            isOn = RFALSE /* Set variable to FALSE */
        }
        else { /* If the power is off */
            R13563_Util_powerOn() /* Call macro for powerOn event */
            isOn = RTRUE /* Set variable to TRUE */
        }
    } break

```

## **Handling Logic-Generated Events**

Up to this point our *ProcessKeyStroke ()* function, implemented in *rpd\_api.c*, has dealt with occurrences that take place external to the RapidPLUS application logic—that is, user inputs and messages. Sometimes, however, the RapidPLUS application is driven by logic-generated occurrences, such as

condition-only transitions, mode activities, timer ticks and event object triggers.

In order to perform state machine cycles to deal with logic-generated events, the runtime functions (described on pp. 4-5 to 4-8) have a return value. This return value indicates whether RapidPLUS has anything to do as a result of internal logic events.

The *rpd\_moreToDo* variable, which was used in the code (see p. 5-9 for examples), holds this return value. Before returning control to the other tasks and getting ready for another external occurrence, the *main ()* function must check if RapidPLUS has outstanding logic-generated events to handle.

The More To Do Return Value is discussed on p. 4-4. All that you have to remember here, though, is that a return value of zero means that there is nothing for RapidPLUS to do. Therefore, in the following code, check if the value of *rpd\_moreToDo* is zero:

```
for (i = 0(i < rpd_maxIdleCycles) && (rpd_moreToDo) i++) {  
    rpd_moreToDo = rpd_PrivRunIdle()  
}
```

If it is, RapidPLUS returns control to the rest of the embedded system and waits for the next time something happens. If the Return Value is **not** zero, trigger one RapidPLUS state machine cycle using the function *rpd\_PrivRunIdle*. Since *rpd\_PrivRunIdle* may also return that there is more to do, you need to check its Return Value as well. This loop will continue for up to the number of cycles declared in the global variable *rpd\_maxIdleCycles*. This variable is important to avoid possible fatal loop situations, such as a self-referencing mode activity (for example, **Integer1 changeBy: 1**).

And with that, you have accomplished writing the interface layer.

## FLOATING POINT SUPPORT

The embedded kernel and the generated code can be compiled in a way that all references to float are generated as references to long, to avoid conflicts in some environments that do not support floating point. This option must be selected during the porting definition (porting order document).

### Message Structures that Contain Number Fields

When a message structure is defined with a number field, the field's data type can be defined as float, double, or long double. When the application is run in

RapidPLUS, all mathematical operations on the structure use the float data type, even if the double or long double type was chosen.

When C code is generated, number fields that are defined as double and long double are generated accordingly. However, when they are used in mathematical operations, they are converted to float data type.

In a user object that is generated as Interface Only (UDI), the embedded system integrator can write user code to use the double or long double data types in mathematical operations.

## COMPILING AND LINKING THE APPLICATION

In order to compile, link and run this application, you first need to choose and, if desired, edit your standard libraries, as described on p. p. 4-34. Now, you may either build the *tel\_main.ide* Borland project (if you have Borland IDE), or compile the following files:

- *Main.c*
- *Rpd\_api.c*
- *Tel\_main.c*
- *Tel\_kpad.c*
- *Tel\_disp.c*
- *Tel\_util.c*
- *Tel\_msgs.c*
- *Tel\_net.c*
- One of the standard runtime libraries

Link all the files that you .compiled and the appropriate RapidPLUS kernel library—*RKX86BD.LIB* for MS-DOS Borland or *RKWINBD.LIB* for Windows Borland.

# *Integrating Graphic Displays*

The Code Generator creates embedded versions of all graphic displays together with font, bitmap, and image objects that have been appropriately flagged in the application. During runtime, the embedded graphic display object interacts with the embedded font, bitmap, and image objects within the RapidPLUS domain, as in the original RapidPLUS application. Interaction with the actual physical display device on the target platform, however, is through a RapidPLUS-supplied graphic display library and format driver that must be linked with the rest of the embedded system software.

In order to create a bridge between the graphic display library and the display device, the embedded system integrator must write a format driver that is based on the RapidPLUS-defined API. In addition, the integrator must write a small amount of code—some of it based on calls to initialization functions—that ensures proper connection of the low-level driver to the graphic display library, and of the graphic display library to the embedded graphic display object.

This chapter presents:

- The modules that comprise the embedded graphic display environment and how the embedded graphic display object works on the target platform.
- The principles and procedure of embedded graphic display integration.
- The structures and data generated for graphic display, font, bitmap and image objects, including how bitmap data can be customized.
- Customizing the bitmap format DLL and the embedded format driver.

## GLOSSARY

Before you get into the details of integrating a graphic display, you should understand the following terms. The chart on the following page illustrates how the various elements work together.

### Graphic displays

The graphic display object (palette-based) and true color graphic display object are graphic objects comprised of a matrix of pixels that change color according to the functions applied in the object's logic. Through these functions, you can color individual pixels or you can display bitmaps, graphic primitives (such as rectangles and lines), and/or text at precise locations on the object's display area. Graphic display objects simulate the display screen of a physical device, such as a television, a cell phone, or a digital watch.

For instructions on defining and using graphic display objects in RapidPLUS, refer to the chapter "Graphic Displays" in the *User Manual Supplement*.

❖ *NOTE: Throughout this chapter, the terms "graphic display" and "graphic display objects" refer to both the palette-based and true color graphic display objects, unless otherwise specified.*

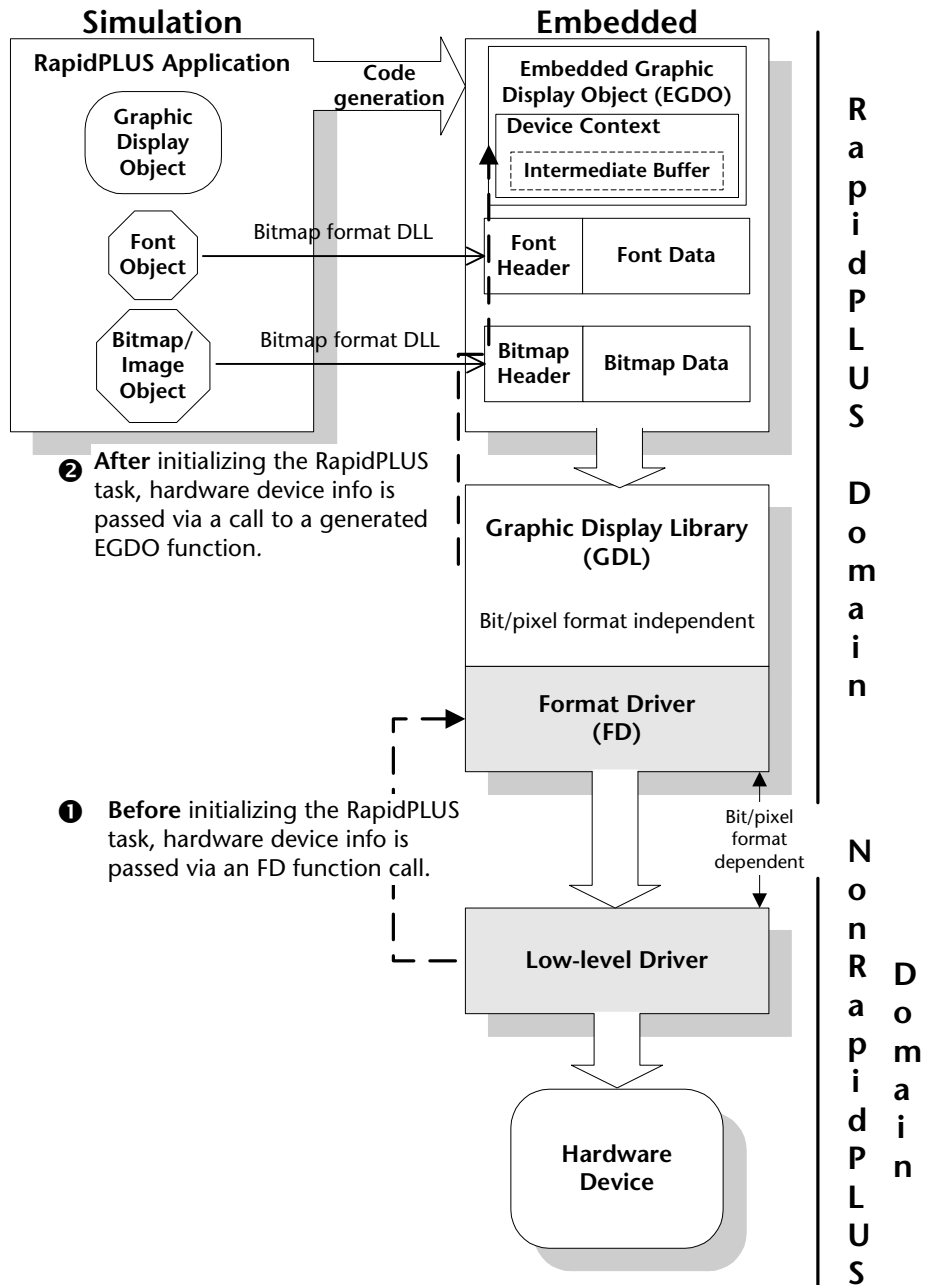
### Bitmap and image objects

Bitmap and image objects are used to draw pictures on a graphic display object. Both of them can be used as an argument in the graphic display function that draws the bitmap/image at a precise location on the graphic display area (*drawBitmap:atx:y*).

For instructions on defining and using bitmap and image objects in RapidPLUS, refer to the chapter "Bitmap, Image and Font Objects" in the *User Manual Supplement*.

The Code Generator generates a header and bitmap data for each bitmap and image object that has been flagged for code generation (in the object's Advanced dialog box). The bitmap data format is determined by the bitmap format DLL selected in the definition of the graphic display object. RapidPLUS provides several bitmap format DLLs, which can be used "as is" or customized.





## Font object

In the font object, you choose a Microsoft® Windows font and define its style and size. For instructions on defining and using the font object, refer to the chapter “Bitmap, Image, and Font Objects” in the *User Manual Supplement*.

In the Logic Editor, specifying an active font is a prerequisite for writing text to a graphic display. The font object supports both proportional fonts and double-byte character sets (DBCS).

The Code Generator generates a font header and font bitmap data for each font object defined in the application. The font bitmap is a concatenation of the relevant character bitmaps, whose default format can be changed in the same way as the format of bitmap and image objects.

## Embedded graphic display object

The embedded graphic display object (EGDO) is a structure whose type definition is registered in the object library of the embedded RapidPLUS microkernel. At code generation, an EGDO structure is constructed for each graphic display in the RapidPLUS application.

## Device context

The EGDO described above is a **generic** representation of a graphic display. It has no knowledge of a specific hardware device. In order to describe the hardware device to the EGDO, a device context structure is constructed for each EGDO during code generation.

Some of the information held by the device context is derived at code generation time from the settings of the graphic display. Other information is derived from the low-level driver (defined on the next page) when the RapidPLUS task is initialized. For more information, see “Device Context” on p. 6-43.

## Graphic display library

The embedded graphic display object (EGDO) interacts with the graphic devices through the RapidPLUS-supplied graphic display library (GDL). The GDL uses a virtual display as an abstraction of the hardware device. When the EGDO calls a GDL function to write a bitmap, the bitmap is treated as a format-independent “black box,” about which we know only its width and height.

The GDL is supplied as a compiled library. Should you wish to modify or extend the GDL functions, however, RapidPLUS CODE also includes the GDL source files. The GDL is described in more detail on p. 6-49.

## Format driver (low-level graphic display library)

The format driver serves as a bridge between the high-level abstraction of the graphic display library (GDL) and the low-level driver (defined below) implemented by the embedded system integrator.

The format driver writes to the low-level driver through an **intermediate buffer** that is created in the EGDO’s device context. Unlike the format-independent GDL, the format driver depends on the device format. For a description of the format driver API functions, see pp. G-26 to G-40.

## Low-level driver

The low-level driver, written by the embedded system integrator, is an abstraction of the hardware device to the graphic display library (GDL). Because the GDL has to interact with many and unknown hardware device drivers, the GDL assumes that each hardware device driver has the following basic API functions:

- *bitBlt*, for drawing a bitmap/image on the display.
- *lock*, for requesting a lock on the intermediate buffer memory (optional).
- *setPixel*, for drawing a pixel on the display (optional).
- *unlock*, for releasing a lock on the intermediate buffer memory (optional).

The low-level driver functions can be shared by several embedded graphic display objects. For detailed information on the functions, see “Driver API” on p. 6-45.

## PREPARING GRAPHIC ELEMENTS FOR CODE GENERATION

Before you generate code for an application that includes a graphic display, verify that requirements are satisfied for the graphic display and its supporting bitmap, image, and/or font objects.

### For the Font, Bitmap, and Image Objects

The objects are flagged for code generation by selecting the “Included in Code Generation” option in each of their Advanced dialog boxes.

### For the Palette-Based Graphic Display Object



#### Bitmap Format DLL

The appropriate bitmap format DLL is selected in the Graphic Display - Advanced dialog box. For a detailed discussion of the DLLs, see p. 6-10.

#### Color Depth

The color depth (number of colors) defined in the Graphic Display dialog box is supported by the Code Generator. Only color depths of 1, 2, 4, 8, and 24 bits-per-pixel are supported. Color depths of 3, 5, 6, and 7 bits-per-pixel, although supported in the simulation, will produce a runtime error during code generation.

## Color Palettes and Code Generation

The color palette defined in the Graphic Display dialog box matches in size and composition the color palette of the target graphic display device. If the palettes do not match, the colors of the embedded graphics will not be faithful to the colors in the simulation.

Code generation of the graphic display object supports these color options:

- 2 colors (1 bit per pixel)
- 4 colors (2 bits per pixel)
- 16 colors (4 bits per pixel)
- 256 colors (8 bits per pixel)

### To prepare the color display object palette for code generation:

- Set the palette of the graphic display object to match the palette of the graphic display device.

You can do this by modifying the default color palette of the graphic display object. (For detailed instructions, refer to the online Help, “Color palette for the graphic display object” topic.)

Or:

- Import the palette from the graphics tool where the bitmaps were created.

You can do this using the Read button in the graphic display object's dialog box. This alternative requires that the color palette you used in the graphics tool match the palette of the target system's graphic display device.

## For the True Color Graphic Display Object



### Bitmap Format DLL

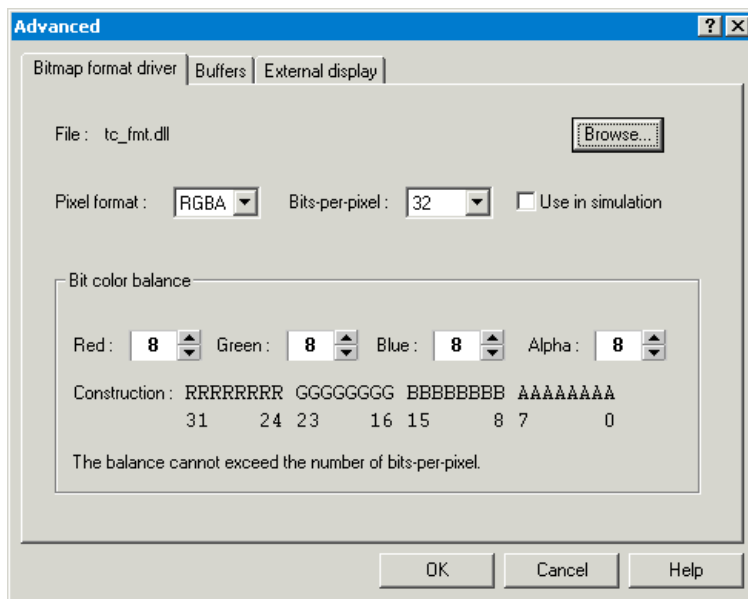
The appropriate bitmap format DLL is selected in the True Color Graphic Display Advanced dialog box, Bitmap Format Driver tab. For a detailed discussion of the DLLs, see p. 6-10.

### Color Depth

The default true color format in RapidPLUS is 24 bits-per-pixel. The true color format in the target system can range between 8 bits-per-pixel and 32 bits-per-pixel. In order to match the colors between RapidPLUS and the target, you may need to adjust the pixel settings in the true color graphic display's Advanced dialog box.

These settings optimize the pixel color in the C code and define where the color components sit in memory.

The Advanced dialog box, Bitmap Format DLL tabbed page has these options:



The color depth options are:

OPTION	DESCRIPTION
<i>Pixel format</i>	Sets the position of each color component in a color pixel. Default value: RGBA
<i>Bits-per-pixel</i>	Sets the number of bits for a color pixel. Range: 8 to 32 bpp
<i>Use in simulation</i>	When selected, the true color graphic display will appear in the Prototyper with these color settings. Default value: not selected
<i>Bit color balance</i>	Fields for setting the number of bits in the color pixel for the red, green, blue, and alpha channel components. The right-most position is for the low value in the low address byte; the left-most position is for the highest value in the highest address byte. These settings determine the naming of the object's generated H file. For example, using the default settings, the generated H file is <i>format_R8G8B8A8.h</i> . Range: 0 to 8 pixels for each component ❖ <i>NOTE: The sum of these numbers cannot exceed the number of bits set for the Bits-per-pixel.</i>

## Selecting a Bitmap Format DLL

RapidPLUS provides four bitmap format DLLs to determine how bitmap information is generated:

SUPPLIED DLL	DESCRIPTION
<i>fd_co.dll</i>	A DLL for column-oriented mapping. It handles four color-depth options (1, 2, 4, and 8 bits per pixel).
<i>fd_ro.dll</i>	A DLL for row-oriented mapping. It handles four color-depth options (1, 2, 4, and 8 bits per pixel).
<i>fd_tc24.dll</i>	A DLL for row-oriented mapping. It handles true color (24 bits per pixel).
<i>tc_fmt.dll</i>	A general DLL only for the true color graphic display. It handles 8 to 32 bits-per-pixel.

The palette-based graphic display can use the first three DLLs; its default DLL is *fd\_co.dll*. The true color graphic display can use *tc\_fmt.dll* and *fd\_tc24.dll*; its default DLL is *tc\_fmt.dll*.

❖ *NOTE: If you select a different DLL after you have already generated code at least once, you must generate code for the entire project again (to do so, select the Generate All check box in the Code Generation Status dialog box).*

The files *fd\_co.dll*, *fd\_ro.dll*, and *fd\_tc24.dll* have the exported function *getFunctionName* that returns the prefix of the respective format driver initialization function name. The file *tc\_gen.dll* has two exported functions: *getFunctionName*, which returns the DLL name; and *getFunctionNameEx*, which returns a name based on the settings in the true color graphic display's Advanced dialog box.

### To select a bitmap format DLL:

- 1 In the graphic display's dialog box, click the Advanced button.
- 2 In the Advanced dialog box, if you want to change the default DLL, click the Browse button. (For the true color graphic display, this Browse button is located in the Bitmap Format Driver tabbed page.) The supplied DLLs are located in the Rapidxx folder.
- 3 (For the palette-based graphic display) To generate the object's color palette, select the **Generate palette** option. This option causes an array of colors to be generated. This array is not used internally by RapidPLUS and is only needed in specific cases.



- 4 (For the palette-based graphic display) If you use *fd\_tc24.dll*, you must select the **Generate true color bitmap** option.

Selection of this option overrides the color depth selected in the Graphic Display dialog box (Number of colors) **for code generation**. The RapidPLUS simulation can display up to 256 colors, so when the “Generate true color bitmap” option is selected, the RapidPLUS simulation displays 256 colors while the generated code displays true color.

In the generated file, the data structure for the generated bitmap is the same as for 1 BPP, but for each pixel you will get more data. The representation of each pixel depends on the format driver. When *fd\_tc24.dll* is selected, the generated bitmap will be row-oriented, and 24-bit for 1 pixel. The first 8 bits represent the color Red, the second 8 bits represent Green, and the last byte represents Blue.

- 5 (For the palette-based graphic display) By default, the **Match bitmap to object palette** option is selected. This option ensures that each bitmap drawn on the graphic display is matched to the object’s initial palette, so that the colors of the bitmap shown in the graphic display will look as similar as possible to the colors defined in the bitmap. This means that the pixels drawn in the graphic display can be different from the pixels inside the bitmap.

When this option is not selected, no color matching takes place. The original pixels of the bitmap will be drawn on the graphic display unmodified.

The disadvantage of using this option is that it is more difficult to perform dynamic palette effects. Also the *drawBitmap:ats:y:transparentColor* function may not work correctly since it receives an index in the bitmap which is treated as transparent, and if the bitmap pixels change (as a result of color matching) the bitmap may look wrong on the graphic display.

❖ *NOTE: This checkbox also applies to generated C code. When generating bitmaps to a graphic display where the color matching is disabled, the bitmap will be generated as is, without color matching.*

The format DLLs can be customized. See p. 6-30 for details.

---

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## Generating the graphic display as a separate task

RapidPLUS supports generation of the graphic operations as a separate task. If you intend to generate the graphic display as a separate task, read Chapter 7: “Splitting the RapidPLUS and Graphic Tasks.”

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## GRAPHIC DISPLAY—EMBEDDED SYSTEM INTEGRATION

When a RapidPLUS application containing a graphic display is integrated in an embedded system, the graphic display **must** be compatible with the graphic device of the embedded system. This means that the RapidPLUS bitmap format DLL must convert the graphic display into a format that can be efficiently processed by the embedded system graphic device.

RapidPLUS provides format drivers and corresponding bitmap format DLLs. If one of the format drivers suits your needs, you can follow the instructions provided in “Integrating a Graphic Display” on p. 6-19. If none of the supplied format drivers suit your needs, you should write your own format driver and bitmap format DLL. See “Customization Options” on p. 6-30 for detailed information.

### How Graphic Display – Graphic Device Compatibility is Achieved

The key to achieving compatibility between the graphic display and the embedded system graphic device is by matching the bitmap format DLL and the graphic device format driver.

In the embedded system, the format driver controls the graphic device. A pointer to its initialization function must be generated by the code generation process (as explained in the next section).

In RapidPLUS, the appropriate bitmap format DLL must be selected (as described on p. 6-10). This DLL converts the graphic display into the appropriate format and enables the activation of the appropriate format driver. During code generation, the Code Generator produces the prototype of the format driver initialization function and inserts a pointer to this function into the EGDO structure.

## For a Graphic Display That Uses `fd_co.dll`, `fd_ro.dll`, or `fd_tc24.dll`

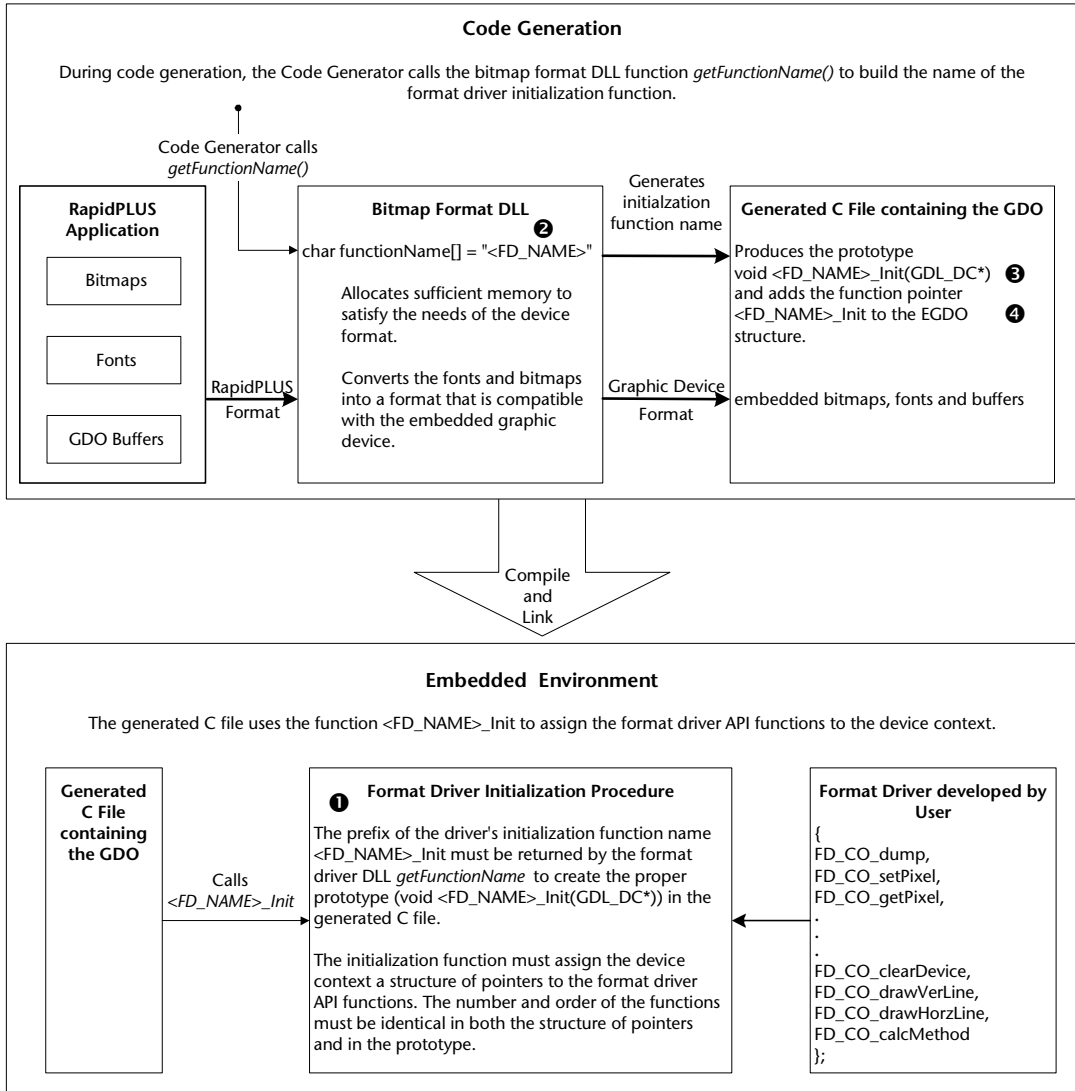


(This section applies to a palette-based graphic display that uses any of these DLLs or to a true color graphic display that uses *fd\_tc24.dll*.)

The Code Generator must know the name of the format driver initialization function. It obtains this information through the *getFunctionName* function in the bitmap format DLL.

The embedded system integrator must ensure that this function returns the prefix of the format driver initialization name. For example, if the name of the format driver initialization function is “FD\_CO\_Init,” then *getFunctionName* must return the value: FD\_CO.

The illustration on the next page presents this process. There are code samples following the illustration that present the process in practice. The black circled numerals in the illustration refer to the code samples.



<FD\_NAME>: Prefix of the format driver initialization name, i.e., the string that precedes “\_Init”. In the supplied column-oriented format driver, the prefix is FD\_CO. In the supplied row-oriented format driver, the prefix is FD\_RO. In the supplied true color format, the prefix is FD\_TC24.

You can use any prefix (upper case only), but once set in the format driver initialization function name, the same prefix must be used throughout. You must therefore ensure that the bitmap format DLL *getFunctionName* returns this prefix.

In the following samples, <FD\_NAME> = FD\_CO.

## Code Samples

### Format Driver File

```
/*----- FD_CO_Init -----*/
```

```
❶ void FD_CO_Init(GDL_DC *dc)
/* Initialize the DC with the format driver API functions
   Params:
   DC      - The device context
   Return Value:
   None
*/
{
  GDLError(dc, GDL_NODC);
  GDL_DCSetFormatDriverFunc(dc, &formatDriverFunc);
  return;
}
```

### Bitmap Format DLL File

```
❷ char functionName[] = "FD_CO";
const char * __declspec(dllexport) getFunctionName()
{
  return functionName;
}
```

### C File Containing the Graphic Display Object

❖ *NOTE: The declaration in the first line is for compilation purposes only.*

```
❸ void FD_CO_Init(GDL_DC *);

const ConstDataEGDO Init_GDO_R8094_clock__Disp =
  { { cOB_GDO_R8094_clock__Disp },
    0x08,
  /* driver setting */
  2, /* background color */
  1, /* bits per pixel */
  2, /* number of buffers */
  ❹ FD_CO_Init,
  Init_Init_GDO_R8094_clock__Disp_Buffers,
  Init_GDO_R8094_clock__Disp_Palette,
  Init_GDO_R8094_clock__Disp_Buffers
};
```

## For a True Color Graphic Display That Uses `tc_fmt.dll`



The Code Generator must know the name of the format driver initialization function, which is based on the Bit color balance settings in the object's Advanced dialog box (e.g., "R8G8B8A0"). The Code Generator obtains this information through the `getFunctionNameEx` function in `tc_fmt.dll`.

The embedded system integrator must ensure that this function returns a pointer to a string that constitutes the name of the format driver initialization function. For example, if the name of the file is `format_R8G8B8A0.c`," then `getFunctionNameEx` must return a pointer to the string "format\_R8G8B8A0".

The following illustration presents this process. The code samples below presents the process in practice. The black circled numerals in the illustration refer to the code samples.

❖ *NOTE: By default, this DLL is compiled with the pre-processor definition, `RPD_USE_COMPRESSION`. If you do not want to use compression, you must rebuild the DLL without this flag.*

## Code Samples

### *Format\_R8G8B8A0.h File*

```

❶ /* The generated header file created by Rapid Application per true
color graphic display*/
#ifdef _format_R8G8B8A0_H
#define _format_R8G8B8A0_H
#define PIXEL_FORMAT FORMAT_RGBA
#define RED_BITS 8
#define GREEN_BITS 8
#define BLUE_BITS 8
#define ALPHA_BITS 0

#define FD_METHOD(func) (format_R8G8B8A0##_##_func)
#endif

```

**Bitmap Format DLL File**

```

❷ const __declspec(dllexport) char * getFunctionNameEx(const int
indexColorFormat)

/* This function returns a pointer to the string that is used to form
the compound name of the GDO object.*/

/***** This section holds function contents*****/
    return <format_R8G8B8A0>;

    }
}

```

**C File Containing the Graphic Display Object**

❖ *NOTE: The declaration in the first line is for compilation purposes only.*

```

❸ void format_R8G8B8A0_Init(GDL_DC *);

const ConstDataEGDO Init_myApp_R1427_Display1 =
    { { cOB_myApp_R1427_Display1 },
      0x0f, /* driver setting */
      16777215, /* background color */
      24, /* bits per pixel */
      2, /* number of buffers */
      format_R8G8B8A0_Init,
      Init_Init_myApp_R1427_Display1_Buffers,

    };

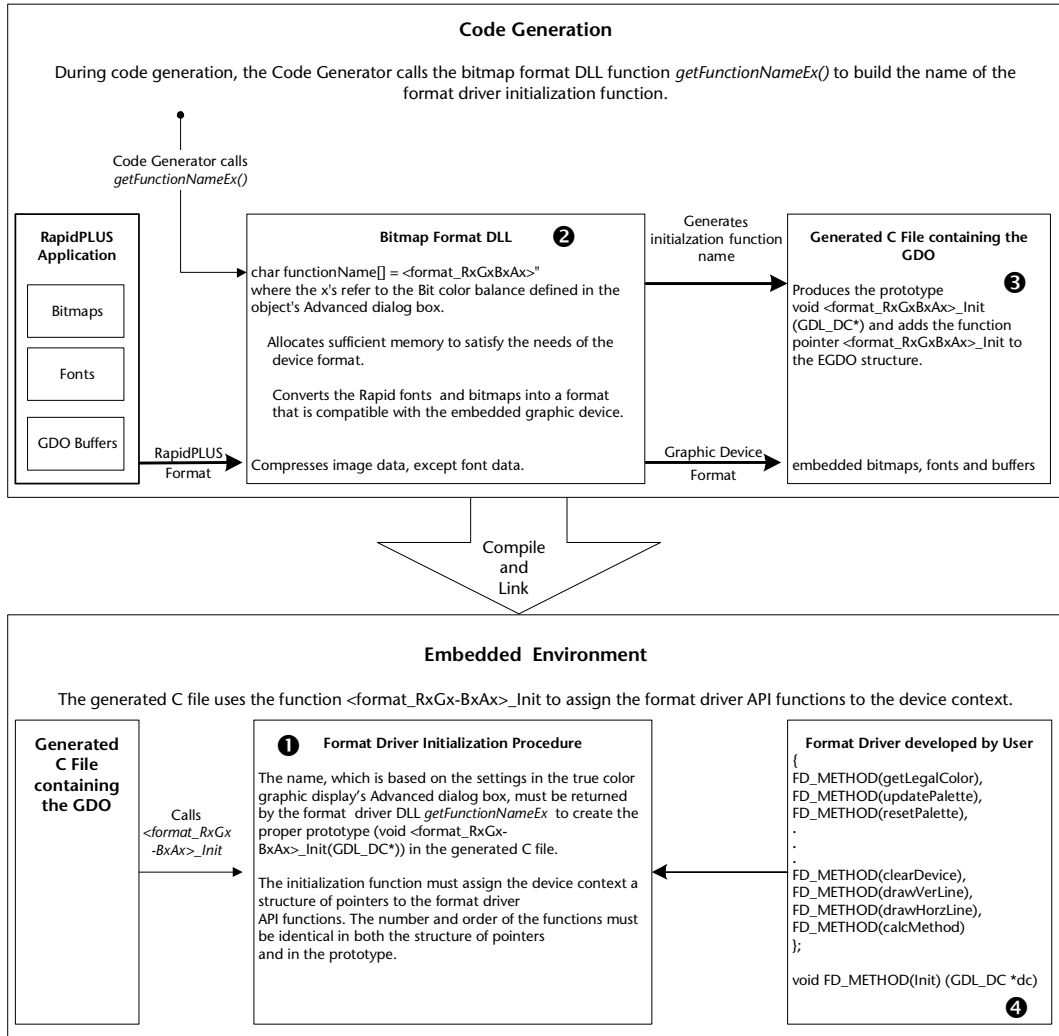
```

**Format Driver**

```

❹ void FD_METHOD(Init)(GDL_DC *dc)
/* Initialize the DC with the format driver API functions
Parms:
    DC - The device context
Return Value:
    None
*/
{
    GDLAssert(dc, GDL_NODC);
    GDL_DCSetFormatDriverFunc(dc, &formatDriverFunc);
    return;
}

```





## Integrating a Graphic Display

This section presents instructions for integrating a palette-based graphic display (using the bitmap format DLL *fd\_co.dll*) and a true color graphic display (using the bitmap format DLL *tc\_fmt.dll*).

### Integrating a Palette-Based Graphic Display Object



Before beginning, be sure to select the bitmap format DLL that corresponds to the mapping method used by the embedded system format driver and to set the color depth and palette to match the embedded system graphic display device.

In this example, a 2-color column-oriented format driver is used. If you use this type of format driver, you can proceed to compile and link the generated code. If your format driver is row-oriented or uses one of the added color-depth options (4, 16, 256 colors, or true color), additional integration is needed before you can compile the generated code. Below are detailed instructions on how to perform the integration, followed by an illustration of the process on p. 6-20.

#### To integrate a color graphic display object:

##### 1 Add to your project:

- Your own code files.
- The generated code files.
- The library files that are compatible with your processor from the \\CODEGEN folder. There are four library files for each processor. The two *\*r.lib* files are the runtime libraries. The two *\*d.lib* files also contain debug information. Copy the *\*d.lib* library files only if you generated the code with runtime debugging enabled (in the Preferences dialog box, Debug tab). Otherwise, copy only the two *\*r.lib* library files.
- The file *Cdbscslib.c* from the \\CODEGEN folder for multibyte or *Cunilib.c* for Unicode.

If your graphic display object is **row-oriented**, skip to Step 4.

#### To integrate a 2-color column-oriented graphic display object:

For code generated with two colors and the column-oriented bitmap format DLL, no additional integration is necessary (and no drivers need to be added to the project). Skip to step 6.

If your graphic display object is column-oriented **with more than 2 colors**, continue to Step 2.

**To integrate 4-, 16-, 256-color column-oriented graphic display objects:**

- 2 Add to your project the files *fd\_co.c*, *fd\_co.h* and *FdCoDump.c* from the `\\CODEGEN\Fdsrc\FdCo` folder.
- 3 Open the file *fd\_co.h* and specify the bits per pixel value that corresponds to the number of colors in the generated code.

In the line

```
#define GDL_PixelBits 1
```

replace the value “1” with the appropriate value, and save the file. If your graphic display object has a color depth of 4, 16, or 256 colors, insert the value 2, 4, or 8, respectively.

No additional integration operations are necessary. Skip to step 6.

**To integrate a row-oriented graphic display object:**

- 4 Add to your project the files *fd\_ro.c*, *fd\_ro.h* and *FdRoDump.c* from the `\\CODEGEN\Fdsrc\FdRo` folder.

For **2-color row-oriented graphic display objects**, no additional integration operations are necessary. Skip to step 6.

For row-oriented graphic display objects **with more than two colors**, continue to Step 5.

**To integrate 4-, 16-, 256-color row-oriented graphic display objects:**

- 5 Open the file *fd\_ro.h* and specify the bits per pixel value that corresponds to the number of colors in the generated code.

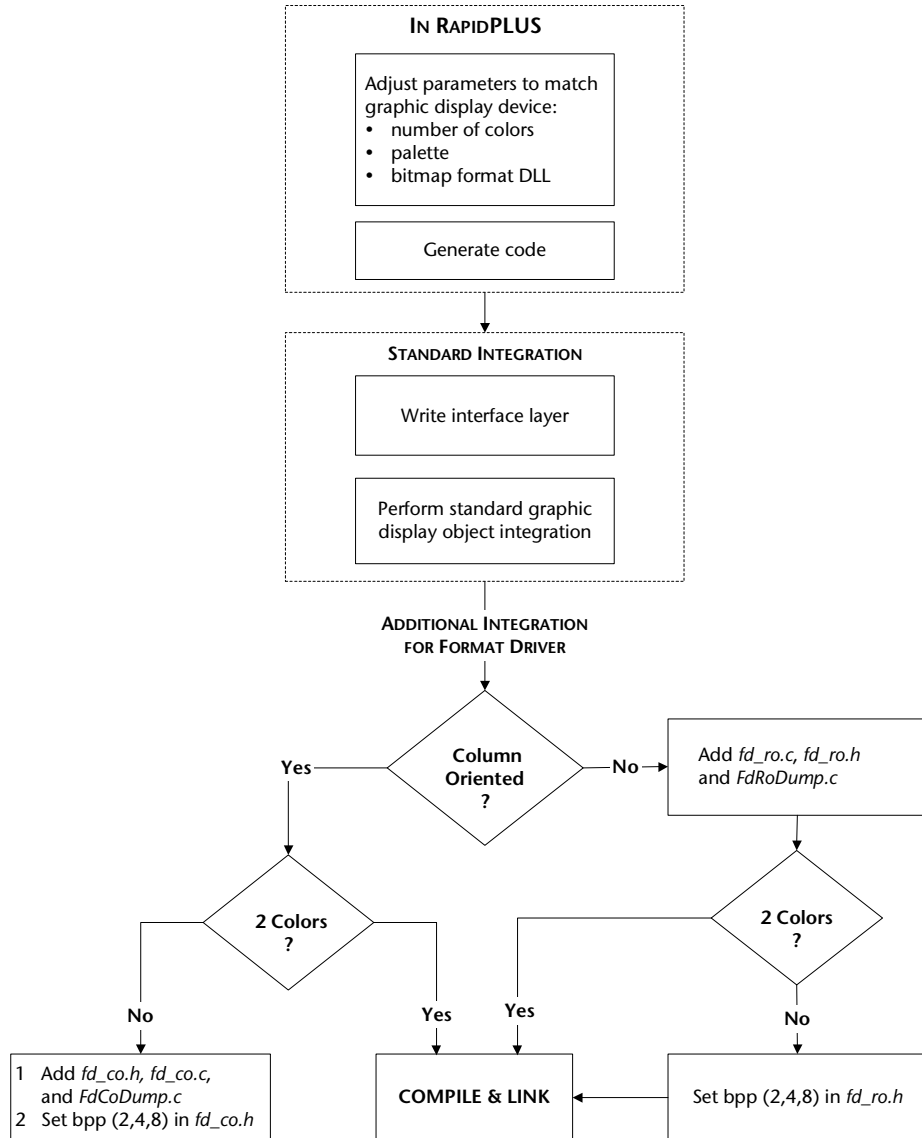
In the line:

```
#define GDL_PixelBits 1
```

replace the value “1” with the appropriate value. If your graphic display object has a color depth of 4, 16, or 256 colors, insert the value 2, 4, or 8, respectively.

- 6 Compile and link the application. See “Compiling and Linking the Application” on p. 5-16.

### Color Graphic Display Object Integration



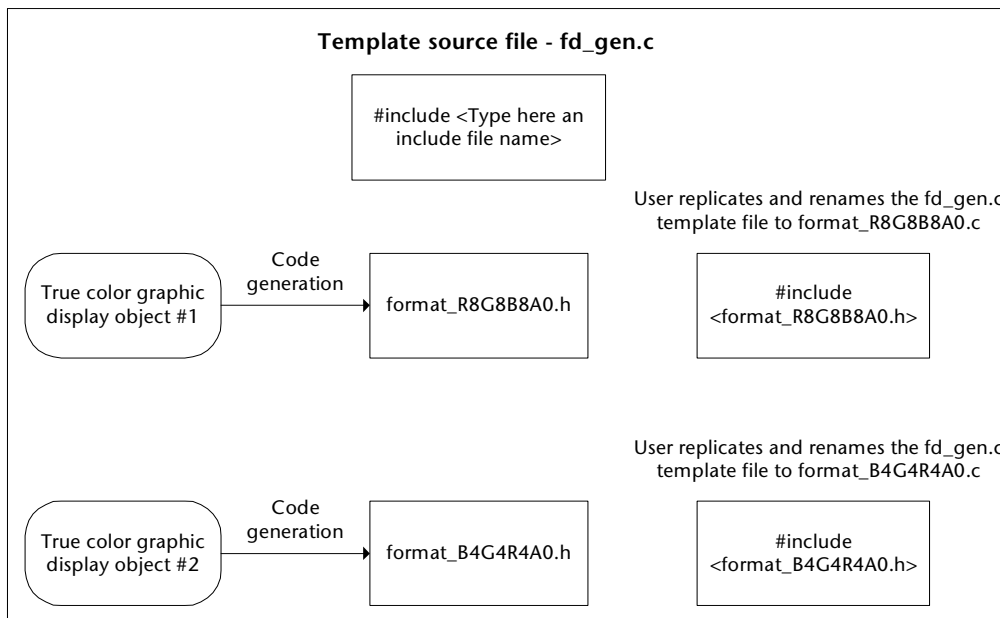
## Integrating a True Color Graphic Display Object



Before beginning, be sure to select the bitmap format DLL that corresponds to the mapping method used by the embedded system format driver and to adjust the pixel settings in the object's Advanced dialog box.

These pixel settings determine the naming of the object's generated H file. In a project, all true color graphic displays that have the same settings will use the same H file. For example, if two true color graphic displays use the default settings, one H file will be generated and it will be named *format\_R8G8B8A0.h*.

If a project contains two true color graphic displays that use different settings, then two H files will be generated. The following illustration explains how to work with true color graphic displays that have different pixel settings. Although, the integration instructions that follow explain how to integrate a single true color graphic display, the instructions apply to multiple true color graphic displays as well.



In this example, *tc\_fmt.dll* is used. If you will be using *fd\_tc24.dll*, refer to the instructions on p. 6-19.

**To integrate a true color graphic display object:**

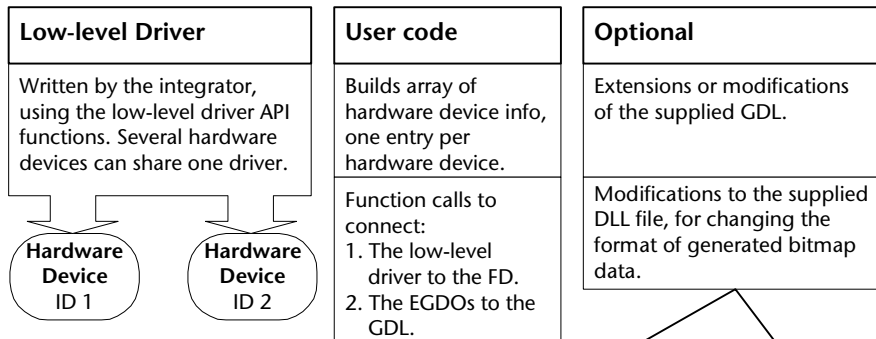
- 1 Add to your project:
  - The generated code files, including *format\_R8G8B8A0.h*.
- 2 Copy the template file `\Rapidxx\Codegen\fdscr\fdgen\fd_gen.c` to your project's source output folder (as determined in the Code Generation Preferences dialog box).
- 3 Rename *fd\_gen.c* according to the name of the project's generated H file: *format\_R8G8B8A0.h*; the file will be renamed *format\_R8G8B8A0.c*.
  - ❖ *NOTE: If your project contains more than one format\_RxGxBxAx.h file (because the project uses more than one true color graphic display and each one has a different pixel setting), copy and rename the C file for each format\_RxGxBxAx.h file.*
- 4 Open the *format\_R8G8B8A0.c* file and type the name of the corresponding header file in the following #include statement:

```
#include "***Type here a generated format_RxGxBxAx.h header file name***"
```
- 5 If the bitmap format DLL uses a compression algorithm, the format driver will need additional memory to decompress images. The template file, *fd\_gen.c* contains a definition of this memory, which is called the `bitmapBuffer`.
- 6 Add each of these C files to your project.
- 7 Compile and link the application. See “Compiling and Linking the Application” on p. 5-16.

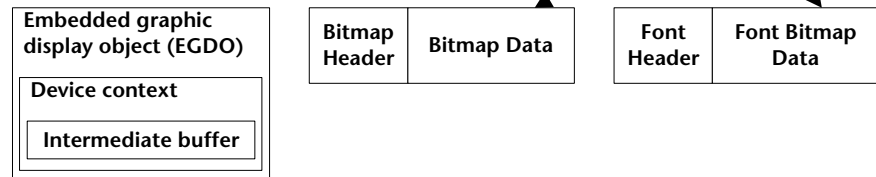
## Graphic Display Integration, an Example

The illustration below summarizes the inputs required for integrating a palette-based graphic display object into the embedded system:

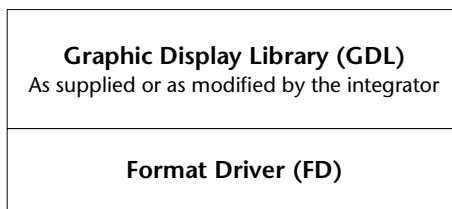
### Integrator Inputs



### Generated Inputs



### Precompiled Inputs



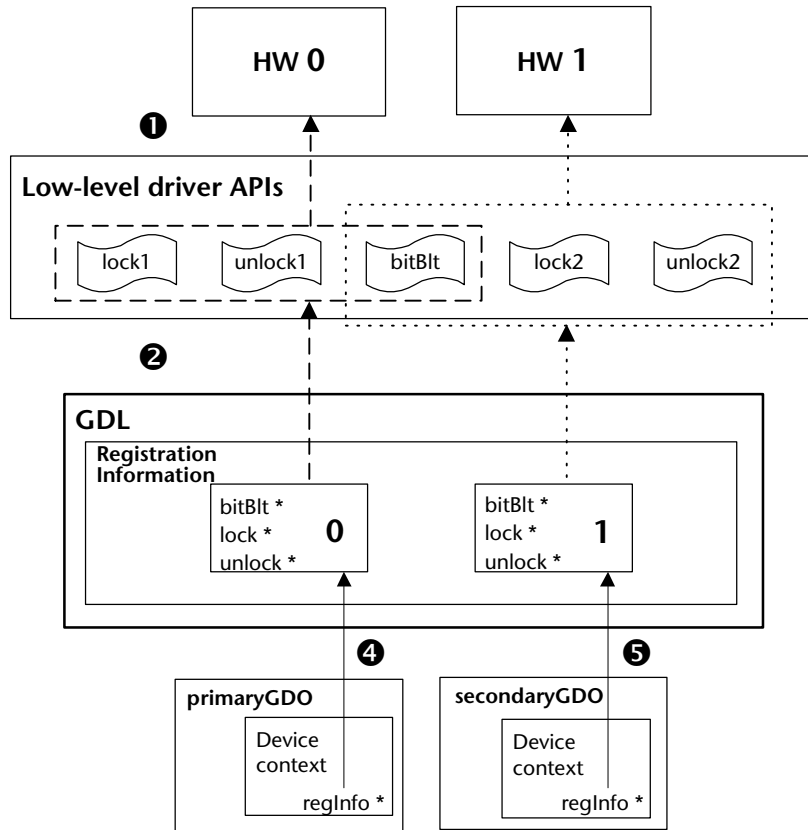
The best way to explain how the various inputs interact is through an example. Please refer to the illustration on p. 6-26. Our example assumes that we have a system with two hardware devices (HW), with hardware IDs 0 and 1. A low-level driver has been written that encapsulates the HWs as follows: they share the same *bitBlit* low-level driver API: HW0 uses the *lock1* and *unlock1* driver API while HW1 uses the *lock2* and *unlock2* driver API. The embedded RapidPLUS application has two EGDO instances: primaryGDO and secondaryGDO.

The following code is an example of the sequence that can be used to properly connect the EGDOs and the HWs while initializing the system and then the RapidPLUS task. The numbers next to the lines of code refer to the steps summarized in the table immediately following, as well as to the numbered references in the example illustration on the following page.

```

❶ GDLhwRegInfo init_array[2] = { /* The initialization array*/
    { 0, bitBlt, lock1, unlock1, 0 }, /* Registration information
                                     for the first HW.*/
    { 0, bitBlt, lock2, unlock2, 1 } /* Registration information
                                     for the second HW.*/
};
❷ LGDL_init(init_array,2); /* Connecting the low-level driver to GDL */
❸ GDL_errorFunc(gdl_globalErrorFunc); /* Set the GDL error function */
❹ rpd_PrivInitTask((TaskRuntimeErr)runTimeErr); /* Initialize Rapid */
GDL_initDC(EGDO_getDC(R1234_ObjPtr_primaryGDO()),0); /* Connect
primaryGDO to first HW. The name
'R1234_ObjPtr_primaryGDO' is
created by the code generator */
❺ GDL_initDC(EGDO_getDC(R1234_ObjPtr_secondaryGDO ()),1); /* Connect
secondaryGDO to second HW */
rpd_PrivStart(); /* Start Rapid */
    
```

	STEP	COMMENTS
BEFORE INITIALIZING RAPIDPLUS	❶	User code that puts the HW information (that is, pointers to the low-level driver API and HW id) into the hwRegInfo array, one entry per HW.
	❷	A call to the LGDL function that registers the HW information in the GDL.
	❸	Registers the GDL callback error function.
AFTER INITIALIZING RAPIDPLUS	❹	A call to the GDL function that registers the appropriate HW information in the primaryGDO's device context.
	❺	A call to the GDL function that registers the appropriate HW information in the secondaryGDO's device context.

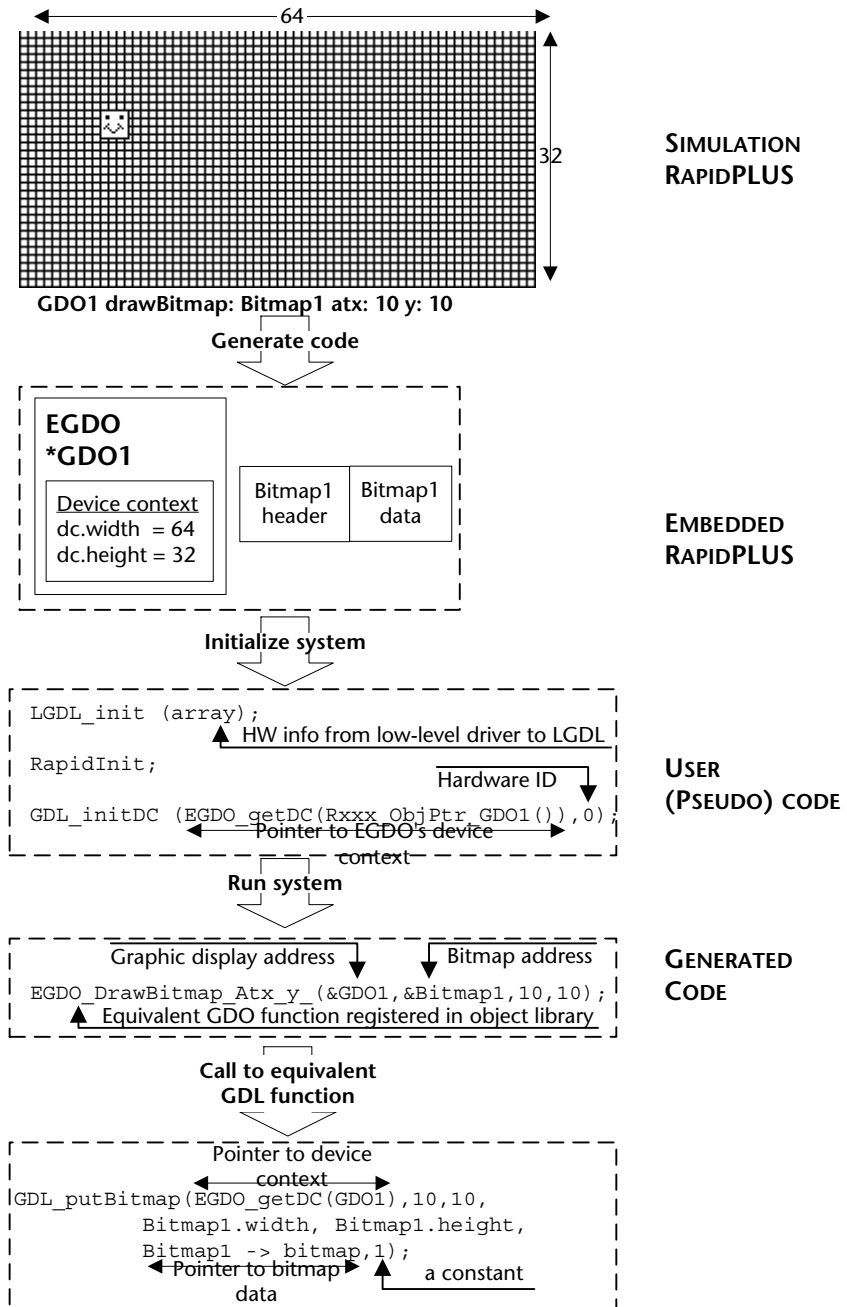


## The Embedded Graphic Display in Action

Let's assume that we have a RapidPLUS application with one graphic display object (called GDO1) with a display resolution of 64 by 32 pixels. At some point during runtime, the graphic display draws a bitmap object (called Bitmap1) at the x,y coordinates 10@10.

In the illustration on the following page, we show how this RapidPLUS logic comes to be implemented on a physical hardware device on the target platform.





## EMBEDDED BITMAP AND IMAGE OBJECTS

For each bitmap and image object in the application that is flagged for code generation in its Advanced dialog box, the Code Generator creates a structure that holds:

- Height and width.
- Color depth (in bits per pixel—bpp).
- Type (in RapidPLUS bitmap formats).
- Size (in bytes).
- A pointer to the bitmap data.

Code generation supports the same color depth for bitmaps as for the graphic display objects.

❖ *NOTE: For a description of the embedded bitmap and image object API functions, see pp. F-19 to F-21.*

### For Image Objects Only

The content of an image object, unlike that of a bitmap object, can be replaced during runtime. To support this flexibility, the structure generated for an image object is larger, and requires both RAM and more ROM. To reduce code size and memory consumption, use image objects only when runtime flexibility is needed, and continue using bitmap objects when runtime changes are not necessary.

For each image flagged for code generation, the Code Generator creates a structure that holds:

- A RapidPLUS bitmap of the initial image content as described above.
- Two pointers to RapidPLUS bitmaps: one pointer invariably points to the initial image content, and the other points to the current image content. Initially both pointers point to the same bitmap. The invariable pointer is needed to support the image reset function.

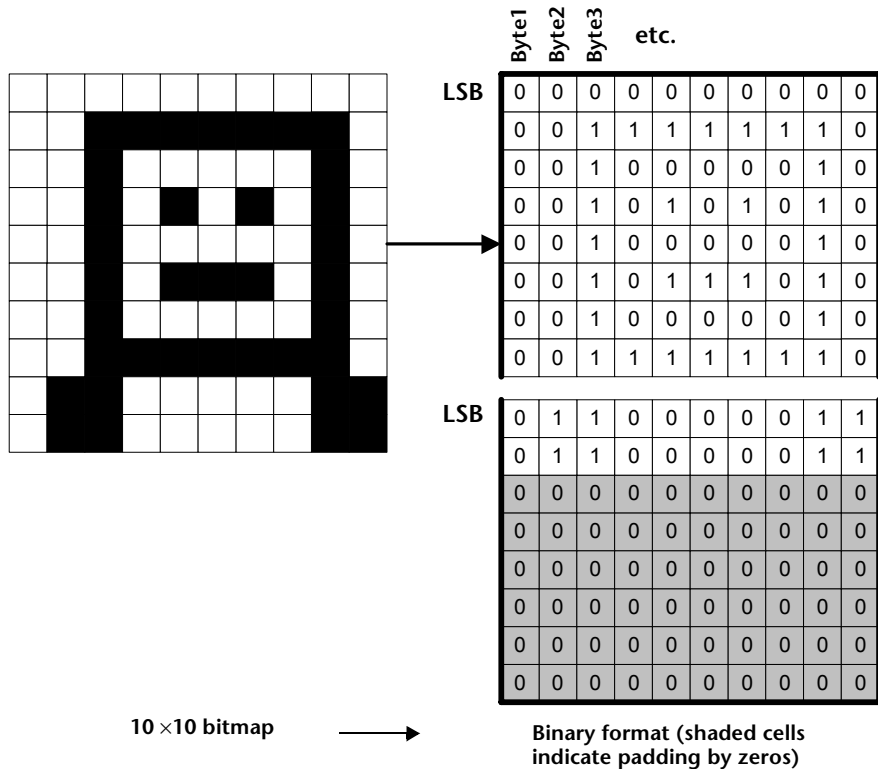
## Generated Bitmap Data

If the multiplication of the bitmap height by the bpp value is not byte boundary (that is, multiples of 8), then the last byte in the column is padded by zeros.

In the example shown on the following page, the bitmap is 10 pixels by 10 pixels, and each byte represents a column of 8 pixels. Thus, the bitmap will occupy 20 bytes and translates as follows:

0x00, 0x00, 0xFE, 0x82, 0xAA, 0xA2, 0xAA, 0x82, 0xFE, 0x00,  
0x00, 0x03, 0x03, 0x00, 0x00, 0x00, 0x00, 0x00, 0x03, 0x03

❖ *NOTE: The LSB (least significant bit) is at the top of the byte.*



## Customized Bitmap Format DLL

You may want to customize the format in which RapidPLUS generates the bitmap data. For example, you may want to reduce the bitmap size by packing or compressing the bitmap, or you may want to adapt the bitmap format to the format native to the target hardware device when it uses a mapping method other than the ones supported by the supplied DLLs. This section presents the functions in the bitmap format DLLs that you can use to customize your bitmap format DLL. General information about writing DLLs for RapidPLUS is presented in Appendix H.

In your customized bitmap format DLL, if you use the *getFunctionName* function, make sure that it returns the prefix of your format driver's initialization function name. If you use the *getFunctionNameEx* function, make sure that it returns a name based on the settings in the true color graphic display's Advanced dialog box. The Code Generator uses the initialization function name to produce the proper prototype and pointer for the format driver initialization function in the generated C file.

The sequence of function calls by RapidPLUS is as follows:

- 1 RapidPLUS calls *getSizeInBytes*. The DLL returns the maximum size.
- 2 RapidPLUS checks the DLL version by calling *getVersion*. If the return value is 0, RapidPLUS calls *changeBitmapFormat*. If the return value is not 0, RapidPLUS calls *changeBitmapFormatEx*.

## Functions Available in fd\_co.dll, fd\_ro.dll, and tc\_24.dll

### changeBitmapFormat

Converts the bitmap data into the new format.

#### Syntax

```
int __declspec(dllexport) changeBitmapFormat(int width, int height,  
int bpp, const PALETTEENTRY *pe, const char *data, char *changedBits);
```

#### Parameters

<i>width, height</i>	Dimensions of the bitmap to be generated.
<i>bpp</i>	The number of bits used to represent a single pixel.
<i>pe</i>	Pointer to palette entry.

<i>data</i>	The bitmap data in Windows 8 bpp format. The bitmap rows are DWORD bounded.
<i>changedBits</i>	Pointer to a block of memory that will hold the bitmap bits in the new format. The memory allocated for <i>returnData</i> is one plus the <i>getSizeInBytes</i> return value.

**Return Value**

The bitmap bits in the new format.

**Remarks**

This function gets a buffer (*data*) with bitmap bits and changes the bitmap format. The resulting buffer (*returnData*) contains the bitmap bits beginning at the upper-left corner of the bitmap. The mapping format should correspond to the mapping format used in the embedded system graphic device.

The number of pixels per byte depends on the number of colors used. With 4 colors each byte can hold 4 pixels, with 256 colors each byte holds a single pixel. The upper-left corner of the bitmap is the LSB of the first byte in the *changedBits* buffer. The size of the resulting buffer is the size returned by *getSizeInBytes* plus one for the null terminator.

**getFunctionName**

Returns the name of the function. This name must be identical to the prefix used in the format driver initialization function name. For example, if the format driver initialization function name is `FD_CO_Init`, the returned function name must be `FD_CO`.

**Syntax**

```
const char * __declspec(dllexport) getFunctionName()
```

**Parameters**

None

**Return Value**

Pointer to a string that constitutes the name of the function that must be called to interpret bitmaps in this format.

### getSizeInBytes

Calculates the number of memory bytes needed to hold a bitmap of (width × height) pixels. The number of bytes varies according to the number of colors in the palette.

#### Syntax

```
int __declspec(dllexport) getSizeInBytes(int width, int height,  
int bpp)
```

#### Parameters

*width, height*      Dimensions of the bitmap to be generated.  
*bpp*                  Number of bits used to represent a single pixel.

#### Return Value

The number of memory bytes needed by the DLL to hold the bitmap after formatting.

#### Remarks

For a column-oriented DLL, the calculation uses the formula:  
 $\text{width} \times ((\text{height} \times \text{bpp}) + 7) / 8$ .  
For a row-oriented DLL, the calculation uses the formula:  
 $\text{height} \times ((\text{width} \times \text{bpp}) + 7) / 8$ .

### getSizeInBytesForBuffer

Returns the number of memory bytes needed to hold a buffer of (width × height) pixels.

#### Syntax

```
int __declspec(dllexport) getSizeInBytesForBuffer(int width, int  
height, int bpp, int buffer)
```

#### Parameters

*width, height*      Dimensions of the bitmap to be generated.  
*bpp*                  The number of bits used to represent a single pixel.  
*buffer*                The specified buffer.

#### Return Value

The number of memory bytes needed to hold the buffer. See Remarks in *getSizeInBytes* above for an example of the calculation.

## getVersion

Returns the version number of the bitmap format DLL.

### Syntax

```
int __declspec(dllexport) getVersion()
```

### Return Value

0: when an older bitmap format DLL is used that does not support compression.

1: when a bitmap format DLL supports the *changeBitmapFormatEx* function.

## Functions Available in tc\_gen.dll

### addSettings

Initializes the global parameters.

### Syntax

```
unsigned long __declspec(dllexport) addSettings( const FD_COLORFORMAT  
* colorformat )
```

### Parameters

The FD\_COLORFORMAT structure has the following parameters:

<i>targetBpp</i>	Number of bits per pixel for a color pixel in the target display hardware.
<i>pixelFormat</i>	Arrangement of components in a color pixel. Can be one of the formats listed for the <i>formatType</i> parameter on p. 6-37.
<i>numberOfRedBits</i>	Number of bits used for the red component.
<i>numberOfGreenBits</i>	Number of bits used for the green component.
<i>numberOfBlueBits</i>	Number of bits used for the blue component.
<i>numberOfAlphaBits</i>	Number of bits used for the alpha channel component.

### Return Value

Index value (*indexColorFormat*) that defines a position of specific GDO settings.

### getFunctionName

Returns the name of the DLL file, without the extension type.

#### Syntax

```
const char * __declspec(dllexport) getFunctionName()
```

#### Parameters

None

#### Return Value

Pointer to a string that constitutes the DLL name that must be called to interpret bitmaps in this format.

### getFunctionNameEx

Returns the name of the function format driver initialization function, which is based on the Bit color balance settings in the object's Advanced dialog box (e.g., "format\_R8G8B8A0").

#### Syntax

```
const char * __declspec(dllexport) getFunctionName(const int  
indexColorFormat)
```

#### Parameters

*indexColor-  
Format* Index value that defines a position according to settings in the graphic display. This value is returned by the *addSettings* function.

#### Return Value

Pointer to a string that constitutes the name of the function that must be called to interpret bitmaps in this format.



## getMappingForBitmap

Gets a pointer to the bitmap data parameter *bitmapData* in 32 bpp format and returns a new pointer to the bitmap data parameter *changedBitmapData* in the 32 bpp version where any color of a pixel is mapped according to the number of bits per color. The *bitmapData* and *changedBitmapData* parameters use the RGBQUAD pixel definition (BGRA).

This function creates the 32 bpp bitmap in which all pixel color values are truncated using the least significant bits for the color's R, G, B, and A components.

### Syntax

```
long __declspec(dllexport) getMappingForBitmap (const int width,  
const int height, const unsigned char bitmapData, unsigned char  
changedBitmapData, const unsigned long indexColorFormat)
```

### Parameters

<i>width, height</i>	Dimensions of the bitmap to be mapped.
<i>bitmapData</i>	The 32 bpp format color that has to be mapped.
<i>changedBitmap-Data</i>	The changed bitmap data.
<i>indexColor-Format</i>	Index value that defines a position according to settings in the graphic display. This value is returned by the <i>addSettings</i> function.

### Return Value

Returns 0 when the function succeeds and -1 when the function fails.

### Remarks

This function is used only when the "Use in simulation" check box is selected in the true color graphic display's Advanced dialog box.

For a breakdown of the 32 bpp format color, see the Remarks for *modifyBitmapFormat* on p. 6-40.

## getMappingForPixel

Gets a color in 32 bpp format and returns the 32 bpp version of the mapping of this color to a color that the target display hardware “understands.” The color and return values use the COLORREF pixel definition format. The low-order byte contains a value for the relative intensity of red; the second byte contains a value for green; and the third byte contains a value for blue.

This function creates the 32 bpp color in which all pixel color values are truncated using the least significant bits for the color’s R, G, B, and A components.

### Syntax

```
unsigned long __declspec(dllexport) getMappingForPixel(const  
unsigned long color, const unsigned long indexColorFormat )
```

### Parameters

<i>color</i>	The 32 bpp format color that has to be mapped.
<i>indexColor- Format</i>	Index value that defines a position according to settings in the graphic display. This value is returned by the <i>addSettings</i> function.

### Return Value

A 32 bpp format color that is the mapping of the color parameter to the target display hardware colors. See the Remarks for *modifyBitmapFormat* on p. 6-40 for a breakdown of the 32 bpp format color.

### Remarks

The parameters allow the DLL to be more general and not to be written for a specific platform configuration.

This function is used only when the “Use in simulation” check box is selected in the true color graphic display’s Advanced dialog box.

## getSizeInBytesEx

Calculates the number of memory bytes needed to hold a bitmap of (width × height) pixels. The number of bytes varies according to the number of colors in the palette. Similar to *getSizeInBytes* except that it allows the embedded system integrator to use a compression algorithm.

### Syntax

```
int __declspec(dllexport) getSizeInBytes(int width,int height,  
int bpp, const int formatType, const unsigned int originalDataSize,  
const unsigned long indexColorFormat)
```

**Parameters**

<i>width, height</i>	Dimensions of the bitmap to be generated.
<i>bpp</i>	Number of bits used to represent a single pixel.
<i>formatType</i>	Format type of the original image loaded in the bitmap object. The value can be one of the following constants: <img_format_unknown: "embedded="" 0;="" as="" bitmap="" flagged="" format."<br="" in="" is="" object="" rapid="" the=""></img_format_unknown:> <img_format_att: 1="" 2<br=""                   <img_format_bmp:=""></img_format_att:> <img_format_brk: 3="" 4<br=""                   <img_format_cal:=""></img_format_brk:> <img_format_clp: 5="" 6<br=""                   <img_format_cif:=""></img_format_clp:> <img_format_cut: 7="" 8<br=""                   <img_format_dcx:=""></img_format_cut:> <img_format_dib: 10<br=""                   <img_format_eps:=""></img_format_dib:> <img_format_g3: 11="" 12<br=""                   <img_format_g4:=""></img_format_g3:> <img_format_gem: 13="" 14<br=""                   <img_format_gif:=""></img_format_gem:> <img_format_gx2: 15="" 16<br=""                   <img_format_ica:=""></img_format_gx2:> <img_format_ico: 17="" 18<br=""                   <img_format_iff:=""></img_format_ico:> <img_format_igf: 19="" 20<br=""                   <img_format_imt:=""></img_format_igf:> <img_format_jpg: 21="" 22<br=""                   <img_format_kfx:=""></img_format_jpg:> <img_format_lv: 23="" 24<br=""                   <img_format_mac:=""></img_format_lv:> <img_format_msp: 25="" 26<br=""                   <img_format_mod:=""></img_format_msp:> <img_format_ncr: 27="" 28<br=""                   <img_format_pbm:=""></img_format_ncr:> <img_format_pcd: 29="" 30<br=""                   <img_format_pct:=""></img_format_pcd:> <img_format_pcx: 31="" 32<br=""                   <img_format_pgm:=""></img_format_pcx:> <img_format_png: 33="" 34<br=""                   <img_format_pnm:=""></img_format_png:> <img_format_ppm: 35="" 36<br=""                   <img_format_psd:=""></img_format_ppm:> <img_format_ras: 37="" 38<br=""                   <img_format_sgi:=""></img_format_ras:> <img_format_tga: 39="" 40<br=""                   <img_format_tif:=""></img_format_tga:> <img_format_txt: 41="" 42<br=""                   <img_format_wpg:=""></img_format_txt:> <img_format_xbm: 43="" 44<br=""                   <img_format_wmf:=""></img_format_xbm:> <img_format_xpm: 45="" 46<br=""                   <img_format_xrx:=""></img_format_xpm:> <img_format_xwd: 47="" 48<br=""                   <img_format_dcm:=""></img_format_xwd:> <img_format_afx: 49="" 50<br=""                   <img_format_fpx:=""></img_format_afx:> <img_format_pjpeg: (21)<br=""                   <img_format_jpg=""></img_format_pjpeg:> <img_format_avi: 52<br=""></img_format_avi:> <img_format_g32d: 53<br=""></img_format_g32d:> <img_format_abic_bilevel: 54<br=""></img_format_abic_bilevel:> <img_format_abic_concat: 55="" 56<br=""   <img_format_pdf:=""></img_format_abic_concat:> <img_format_jbig: 57="" 58<br=""                   <img_format_raw:=""></img_format_jbig:> <img_format_imr: 59="" 60<br=""                   <img_format_stx:=""></img_format_imr:> <img_format_compressed: 99<="" td=""> </img_format_compressed:>
<i>originalData-Size</i>	Size of the image data in its original format. It's irrelevant if the formatType is <img_format_unknown>.</img_format_unknown>

*indexColor-Format* Index value that defines a position according to settings in the graphic display. This value is returned by the *addSettings* function.

**Return Value**

The number of memory bytes needed by the DLL to hold the bitmap after formatting.

**Remarks**

For a column-oriented DLL, the calculation uses the formula:  
 $\text{width} \times ((\text{height} \times \text{bpp}) + 7) / 8$ .

For a row-oriented DLL, the calculation uses the formula:  
 $\text{height} \times ((\text{width} \times \text{bpp}) + 7) / 8$ .

**getType**

Returns the type of bitmap format DLL used by the application.

**Syntax**

```
int __declspec(dllexport) getVersion()
```

**Return Value**

- 0: when the application is using the palette-based bitmap format DLL.
- 1: when the application is using the true color bitmap format DLL.

**getVersion**

Returns the version number of the bitmap format DLL.

**Syntax**

```
int __declspec(dllexport) getVersion()
```

**Return Value**

- 0: when an older bitmap format DLL is used that does not support compression.
- 1: when a bitmap format DLL supports the *changeBitmapFormatEx* function.
- 2: when a bitmap format DLL supports the *modifyBitmapFormat* function.

## modifyBitmapFormat

- a. Converts the bitmap data into the new format used by the embedded code. The function uses the settings from the object's Advanced dialog box.
- b. Compresses the bitmap data.
- c. Builds a bitmap data header, which is then added to the compressed bitmap data.

This function generates data according to the standard bitmap data header in the file *gdefs.h*.

### Syntax

```
int __declspec(dllexport) modifyBitmapFormat (int width, int height,
int bpp, const PALETTEENTRY * pe, const char *data, char *changedBits,
unsigned int * changedBitsSize, const int formatType, const char *
originalData, const unsigned int originalDataSize, const int
numPaletteColors, const unsigned long indexColorFormat)
```

### Parameters

<i>width, height</i>	Dimensions of the bitmap to be generated.
<i>bpp</i>	Number of bits used to represent a single pixel. See Remarks below.
<i>pe</i>	Pointer to palette entry.
<i>data</i>	Pointer to the bitmap data in Windows 8 bpp format. The bitmap rows are DWORD bounded.
<i>changedBits</i>	Pointer to a block of memory that will hold the bitmap bits in the new format. The memory allocated for <i>returnData</i> is one plus the <i>getSizeInBytes</i> return value.
<i>changedBits-Size</i>	Real size (in bytes) of the data returned on <i>changedBits</i> buffer. The parameter value should be as following: <ul style="list-style-type: none"> <li>• 0 when the user does not uses compression at all.</li> <li>• Size of the <i>originalData</i> buffer (<i>originalDataSize</i>) when the user uses the same compression as in the bitmap object. In this case, the <i>originalData</i> should be copied to the <i>changedBits</i> buffer.</li> <li>• Size of the compressed bitmap if the user wants to provide a customized compression algorithm.</li> </ul>
<i>formatType</i>	See description on p. 6-37.

<i>originalData</i>	Pointer to the image data in its original (compressed) format.
<i>originalData-Size</i>	Size of the originalData buffer in bytes.
<i>numPalette-Colors</i>	Maximum number of colors.
<i>indexColor-Format</i>	Index value that defines a position according to settings in the graphic display. This value is returned by the <i>addSettings</i> function.

**Return Value**

The real size (an integer) of the changed bitmap data.

**Remarks**

The *bpp* parameter specifies the number of bits-per-pixel. The RapidPLUS simulation application converts all images to 32 BPP (1 – monochrome, 4 – maximum of 16 colors, 8 – maximum of 256 colors, 16 – maximum of  $2^{16}$  colors, 24 – maximum of  $2^{24}$  colors, and 32 – maximum of  $2^{32}$  colors). It means that the functions *getMappingForPixel* and *getMappingForBitmap* will receive the *bpp* initialized to 32.

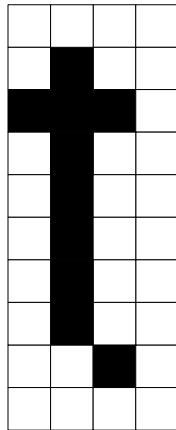
On the other side, when the Code Generator calls the *modifyBitmapFormat* function that received the *bpp* initialized to 8, 24 or 32. In case of 8 BPP, the Code Generator must transfer a palette data and a number of the maximum colors.

The function uses a compression algorithm that is located in the ZLib library (version 1.1.4).

## Example of Packing a Bitmap

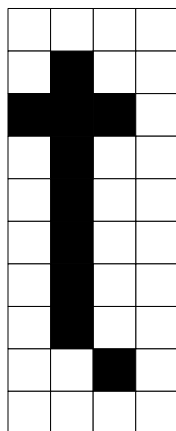
In order to reduce the ROM occupied by the bitmap, you can pack a bitmap in a way that reduces its size. In this example, a row-oriented bitmap is used, but packing can work for a column-oriented bitmap as well.

❖ *NOTE: This packing method is only possible when the bitmap dimensions are known.*



Regular bitmap

0	0	0	0	0	0	0	0	00
0	1	0	0	0	0	0	0	40
1	1	1	0	0	0	0	0	E0
0	1	0	0	0	0	0	0	40
0	1	0	0	0	0	0	0	40
0	1	0	0	0	0	0	0	40
0	1	0	0	0	0	0	0	40
0	1	0	0	0	0	0	0	40
0	0	1	0	0	0	0	0	20
0	0	0	0	0	0	0	0	00



Packed bitmap

0	0	0	0	0	0	1	0	0	04
0	1	0	0	1	1	1	0	0	E4
1	1	1	0	0	1	0	0	44	
0	1	0	0	0	1	0	0	44	
0	1	0	0	0	0	1	0	0	20
0	0	1	0	0	0	0	0	0	
0	1	0	0						
0	1	0	0						
0	0	1	0						
0	0	0	0						

## EMBEDDED FONT OBJECT

During code generation, the Code Generator creates a structure for each font object in the application. Each structure holds:

- Type (single byte or double byte).
- Default character (if the font is a character subset).
- Height and maximum width (in pixels).
- Pointer to an array of supported pages. Even for single-byte fonts, the page array has at least one entry (page number “0”).
- Pointer to a table of information about each character, including its width.

The structure also includes a pointer to the font bitmap, which is a concatenation of the individual character bitmaps. The format of the character bitmap data can be customized, as explained in “Customized Bitmap Format DLL” on p. 6-30.

- ❖ *NOTE: For a description of the embedded font object's API functions, see “Font Object” on pp. F-22 to F-25.*

## EMBEDDED GRAPHIC DISPLAY OBJECT

The Code Generator creates an embedded graphic display object (EGDO) for each graphic display in the application. All of the simulation object's logic functions are supported in embedded RapidPLUS **except for** *floodFillAtx*:. Any logic containing this function will **not** be generated by the Code Generator.

- ❖ *NOTE: For a description of the embedded graphic display object's API functions, see “Graphic Displays (GDO)” on pp. F-25 to F-55.*

### Color Support

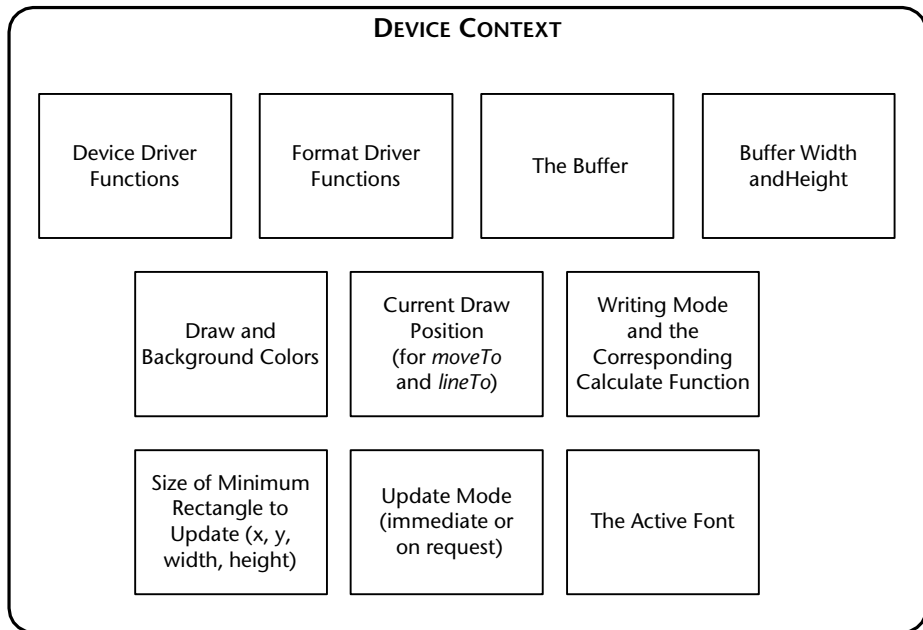
In RapidPLUS, the palette-based graphic display can have a color depth of up to 24 bits per pixel (bpp). The true color graphic display can have a color depth of up to 32 bpp. The current version of the EGDO supports color depths of 1, 2, 4, 8, 24, and 32 bpp.

Color depths of 3, 5, 6, and 7 bpp, although available for simulation, are not supported by the Code Generator and will produce an error message during code generation.



## DEVICE CONTEXT

The device context is a structure constructed during code generation for each buffer of the embedded graphic display object. The structure describes the hardware device that the graphic display object represents. The device context structure comprises the following information elements:



Some of the device context information is derived from the graphic display object, at code generation time. Other information is derived from the low-level driver when the RapidPLUS task is initialized.

The following table describes the device context elements:

ELEMENT	DESCRIPTION
<i>Device driver functions</i>	Pointers to the driver hardware ID and to the following driver API: <i>bitBlt</i> , <i>lock</i> , <i>setPixel</i> , <i>unlock</i> . Information derived from the low-level driver via a function call at task initialization.

<b>ELEMENT</b>	<b>DESCRIPTION</b>
<i>Format driver functions</i>	Pointers to the 15 functions that make up the structure of the format driver initialization function. They are described in detail on pp. G-26 to G-40. Information derived from the low-level driver via a function call at task initialization.
<i>The buffer</i>	Pointer to the memory area allocated to the buffer. Information derived from the graphic display object at code generation time.
<i>Buffer width and height</i>	Width and height of the buffer in pixels. Information derived from the graphic display object at code generation time.
<i>Draw and background colors</i>	The current draw and background colors. Information derived from the graphic display object at code generation time.
<i>Current draw position</i>	The x and y coordinates of the current draw position for the <i>moveTo:</i> and <i>lineTo:</i> functions. Information derived from the graphic display object at code generation time.
<i>Writing mode and corresponding calculate function</i>	The possible writing modes are: XOR, Reverse, Normal, AND, OR. Only the first three are currently supported in RapidPLUS. The writing mode determines the calculate function to be used. Information derived from the graphic display object at code generation time.
<i>Size of minimum rectangle to update</i>	Smallest rectangle that includes all the changes made in the buffer since its last update. Only this area will be updated. Information derived from the graphic display object at code generation time.
<i>Update mode</i>	The current update mode. Update can be immediate or delayed (on request). Information derived from the graphic display object at code generation time.
<i>The active font</i>	Pointer to the currently active font. Information derived from the graphic display object at code generation time.

## LOW-LEVEL DRIVER

To allow the graphic display library (GDL) to work with many different (and unknown) drivers, it assumes that each hardware device driver has the basic API function *bitBlt*. Three additional API functions are available: *setPixel*, *lock*, *setPixel*, and *unlock*. The embedded system integrator must write a low-level driver that stands between the GDL (or, more specifically, the low-level GDL) and the hardware device, implementing this basic API in a way that is meaningful to the hardware device.

See “Driver API” below for a description of the basic requirements for implementing these functions. Also, see Appendix H for a description of two sample low-level drivers that were copied to the \CODEGEN\drv\_exmp folder during installation.

### Hardware ID

A low-level driver API can be shared by more than one hardware device. For an example of such a configuration, refer to the section “Graphic Display Integration, an Example” on pp. 6-24 to 6-26 in general, and to the illustration on p. 6-26 in particular.

To distinguish among the various devices, the driver uses a unique hardware ID to identify the device. When the low-level GDL calls the low-level driver functions, it supplies the hardware ID as a parameter.

### Driver API

#### bitBlt

Draws a bitmap on the display.

#### Syntax

```
bitBlt(int hid, int bx, int by, int width, int height, int IBx,  
int IBy, int IBwidth, int IBheight, const unsigned char * bitmap,  
int method, int on)
```

#### Parameters

<i>hid</i>	The hardware device ID.
<i>bx, by</i>	Coordinates of the bitmap's upper-left corner on the target display.

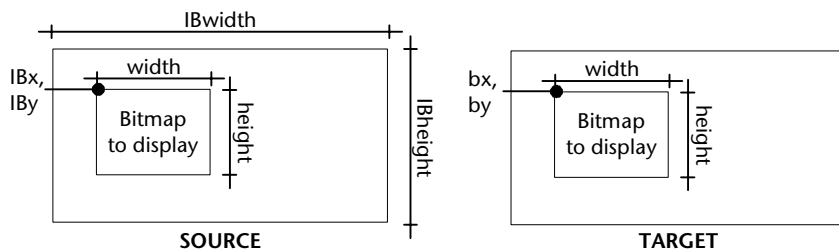
<i>height, width</i>	Dimensions of the bitmap to display.
<i>IBx, IBy</i>	Coordinates of the bitmap's upper-left corner within the larger bitmap or intermediate buffer (IB).
<i>IBwidth, IBheight</i>	Dimensions of the larger bitmap or IB, in pixels.
<i>* bitmap</i>	Pointer to the bitmap data.
<i>method</i>	The write method (Replace, AND, OR, XOR). See Remarks below.
<i>on</i>	The color of the "1" bits. If on is zero, then all the "1" bits are treated as 0.

**Return Value**

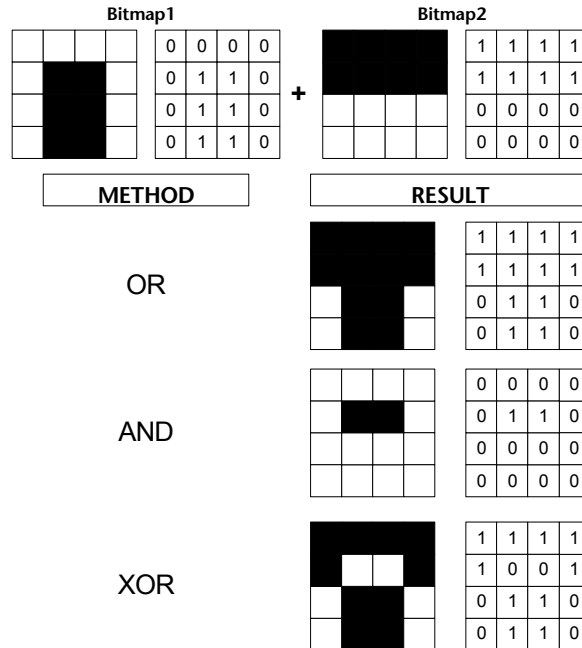
None

**Remarks**

- If on is zero, then all the bits that are "1" are treated as "0."
- If IBwidth and IBheight are zero, then the entire bitmap is to be displayed and bitmap contains the bitmap data. Only the display area described by the parameters bx, by, height and width is affected.
- If IBwidth and IBheight are **not** zero, then bitmap is the address of an area **larger** than the bitmap to display. This situation would occur, for example, if the graphic display library writes to the low-level driver via an intermediate buffer (IB), or if only part of a bitmap is to be displayed. In any case, the driver uses the various bitmap coordinate and dimension parameters as follows:



- The method of operation determines the final bitmap picture. The following example illustrates the different results achieved when Bitmap 1 is drawn over Bitmap2, depending on the current write method:



## lock

Requests a lock on the intermediate buffer (IB) memory.

### Syntax

```
void lock (int hid);
```

### Parameters

*hid*                      The hardware device ID.

### Return Value

None

### Remarks

In order to support asynchronous hardware device driver API, the low-level graphic display library (LGDL) calls this function when it starts

writing to the IB memory. The function waits for the driver to finish (or stop) accessing the IB memory and prevents the driver from accessing the IB memory again until the *unlock* function is called.

### setPixel

Draws a pixel on the display.

#### Syntax

```
void setPixel(int hid, int x, int y, int color, int on);
```

#### Parameters

<i>hid</i>	The hardware device ID.
<i>x, y</i>	Coordinates of the pixel on the target display.
<i>color</i>	Color index.
<i>on</i>	The color of the “1” bits. If on is zero, then all the “1” bits are treated as 0.

#### Return Value

None

#### Remarks

If on is zero, then all the bits that are “1” are treated as “0.”

### unlock

Releases a lock on the intermediate buffer (IB) memory.

#### Syntax

```
void unlock (int hid);
```

#### Parameters

<i>hid</i>	The hardware device ID.
------------	-------------------------

#### Return Value

None

#### Remarks

Instructs the driver that it can access the IB memory.

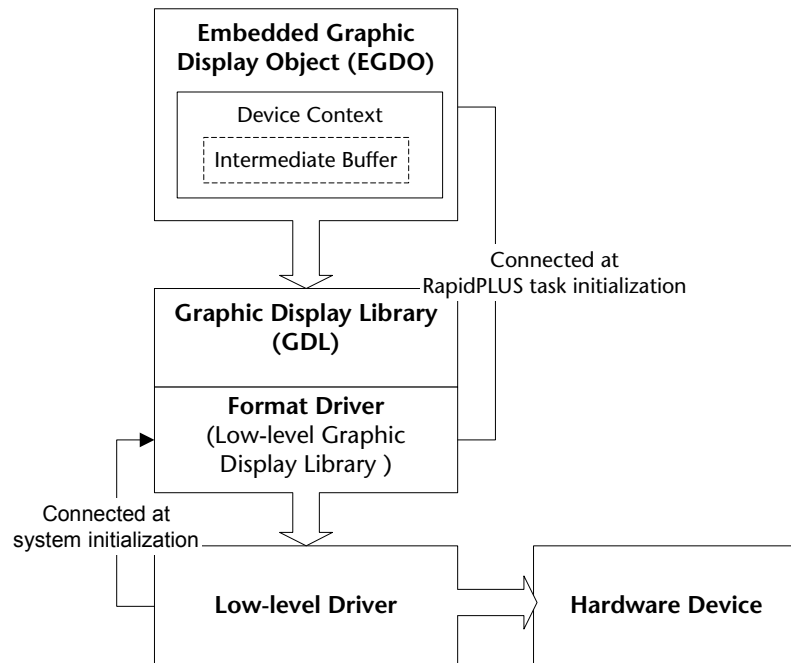
## GRAPHIC DISPLAY LIBRARY

The graphic display library (GDL) is a stand-alone library of functions provided with RapidPLUS. As shown in the following illustration, it exists outside of the RapidPLUS task itself. It serves to abstract the embedded graphic display objects (EGDOs) to the other embedded system tasks. Through the GDL functions, an EGDO writes text and/or displays bitmaps on the physical hardware device, via the low-level driver.

As shown in the following illustration, the GDL is comprised of two sets of API functions:

- The GDL functions themselves, which treat bitmaps as format-independent “black boxes” of a known height and width, and treat the hardware device as a virtual display of a given resolution.
- The low-level GDL functions, which serve as a bridge between the GDL functions and the low-level driver (format driver).

❖ *NOTE: The GDL and FD (Format Driver) API are described in Appendix G.*



## Format Drivers

The graphic display library uses the RGB format. The format driver gets the RGB format and changes colors according to the device.

If your device driver uses a memory mapping method or a color-depth option that is not supported by RapidPLUS, you will have to write your own customized format driver. Your customized format driver must implement all the functions that constitute the structure of the parameter *formatDriverFunc* used in the format driver initialization function. You must keep the order set in the structure. The initialization function is the only function that **must** be declared in the format driver header file.

Use the RapidPLUS-supplied format driver files (*fd\_co.c*, *fd\_ro.c*, *fd\_tc24.c*, and *fd\_gen.c*) located in the *Rapidxx\CODEGEN\Fdsrc* subfolders as examples. For a description of the format driver API functions, see pp. G-26 to G-40.

❖ *NOTE: The RapidPLUS-supplied format drivers are generic for four RapidPLUS supported color-depth options. When you write your customized format driver, you can make it specific for the particular color depth of your device driver.*

## Debugging the GDL

You can use the GDL function *GDL\_errorFunc* (see p. G-42) to register a callback error function with the GDL. In this case, all GDL runtime errors will be sent to the registered error function, which you can implement as desired on your target platform.

## DEBUGGING GRAPHIC DISPLAYS

There are two parallel functions—one for the graphic display in RapidPLUS and the other for the embedded graphic display object—that allow you to dump a display to a text file during runtime.

When the *dump* function is first used, it creates the file *dumpgdo.txt* in the *Rapidxx* folder. Each time the function is called, the graphic display map is added to the end of this file.

The function's string parameter provides a label that appears in the file above the dumped contents. Use this parameter to identify a specific output in the dump file.

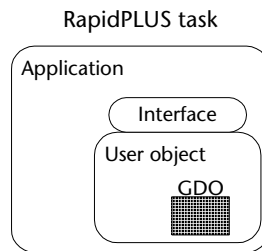






# *Splitting the RapidPLUS and Graphic Tasks*

Generated RapidPLUS code runs in a single task. When the task includes a graphic display (GDO), the object is an integral part of the task:



However, sometimes constraints in embedded system architecture require splitting the graphic operations from the main task and placing them in a separate task.

This chapter presents:

- The architecture of split tasks.
- How to build an application and generate code that will allow you to split the code into two tasks.
- How to build communications between the graphic task and the RapidPLUS task.
- How to implement the RapidPLUS and graphic tasks.

❖ *NOTE: We recommend that you read this chapter carefully before attempting to split the RapidPLUS task.*

## SPLIT TASKS ARCHITECTURE

Splitting tasks refers to generating source code for graphic operations in a task that is separate from the main task. The main task calls the graphic task when it needs the graphic display to perform certain functions, and the graphic task controls how the graphic display performs each function.

For information about splitting the graphic task when multiple applications are supported, see “Splitting the Graphic Task From the Main Task” on p. 8-21.

### The ABCs of Creating an Executable RapidPLUS Application Comprised of Two Tasks

The illustration on the following page shows how the graphic operations are split from the main task in order to create two RapidPLUS tasks.

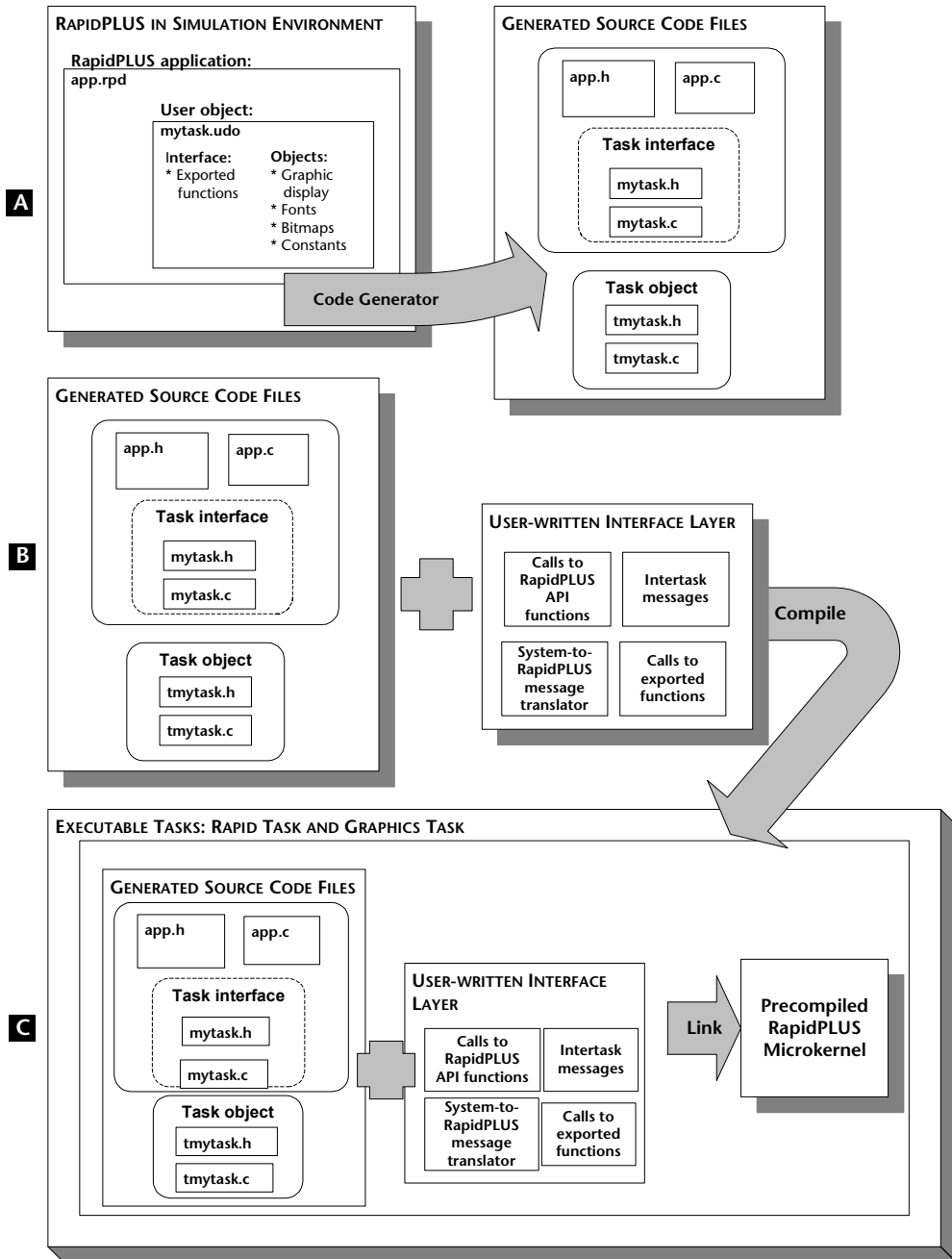
Usually a parent application contains more than one user object. However, in this illustration, the parent application (*app.rpd*) contains only one user object (*mytask.udo*) in order to highlight the task split process.

- A** The user object contains the graphic display object and its supporting font, bitmap, and constant objects. Its logic consists of internal and exported functions only.

The Code Generator translates the RapidPLUS application and its user object into C source code files. The RapidPLUS application produces two files: a program file (*.c*) and a header file (*.h*).

The user object produces four files: two *.c* files and two *.h* files. The two files named “mytask” provide the interface for the main task to communicate with the split graphic task. The two files named “tmytask” provide the interface for the split graphic task to communicate with the main task, as well as the interface to the exported functions.

- B** The embedded system integrator writes a thin interface layer, ensuring that the two tasks can communicate with each other. Intertask communications include messages from the generated task interface (*mytask.c*) to the task object (*tmytask.c*) that enable the exported functions to be called.
- C** Using the embedded system’s compiler and linker, the generated source code files and the interface code are compiled and then linked with the precompiled microkernel. The result is an executable RapidPLUS application comprising one linked application with two tasks.



## **BUILDING AN APPLICATION THAT WILL BE SPLIT**

### **Requirements for Building a Graphic Task**

Before you can build a separate graphic task, you **must** make sure that the following requirements are satisfied:

- The graphic display object and its supporting font, bitmap, and constant objects must be built in a user object.
- The font objects and bitmap objects must be flagged for code generation in their Advanced dialog boxes.
- The user object should not contain modes other than the root mode.
- The user object's interface to the parent application should only contain exported functions. There should not be exported events, properties, or messages.
- Other than exported functions, the Logic Editor should contain as little logic as possible. Any logic, other than the exported functions, will have to be implemented in C in the embedded environment.

---

---

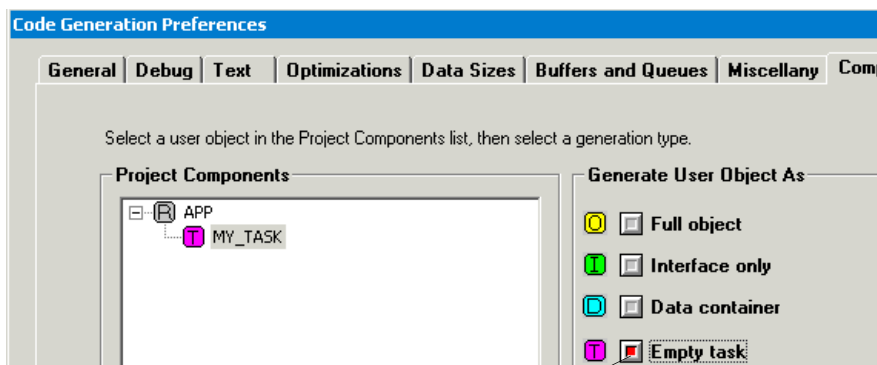
#### **Reminder—objects that can be in the graphic user object**

- The only objects that the graphic user object can contain are:
  - Graphic display, palette based or true color
  - Font object(s)
  - Bitmap object(s)
  - Primitive data objects: integer, number, and string
  - Constant objects: constant integer, constant number, constant string, constant array, and constant set
- 
-

## Building the Graphic Task

To build the separate graphic task:

- 1 Open the Code Generation Preferences dialog box (by choosing Code Generator|Code Generation Preferences).
- 2 Click the Components tab.
- 3 From the Project Components list, select the user object that contains the graphic display object.
- 4 Select the “Empty task” button.



- 5 Generate the code.

## The Generated Source Files

❖ *NOTE: Before you build the communications, read Chapter 6: “Integrating Graphic Displays.” It explains most of the terms, functions, and concepts used in this chapter.*

After the code has been generated, the RapidPLUS application produces two files: a program file and a header file. The user object, which was generated as an empty task, produces four files: a program file and header file for the graphic task and a program file and header file for the graphic task interface.

The program files are:

	FILE	DESCRIPTION
RapidPLUS application	<i>&lt;app&gt;.c</i>	Contains the generated code for the RapidPLUS application.
Task interface	<i>&lt;task&gt;.c</i>	Contains (i) an empty function for each generated exported function to be implemented; and (ii) a place to implement the interface between the tasks.
Graphic task	<i>t&lt;task&gt;.c</i>	Contains (i) the generated graphic display, font, bitmap, and constant objects; (ii) internal functions; and (iii) exported functions. The embedded system integrator adds any other logic here.

## WRITING THE INTERFACE LAYER

For the generated files to communicate, the embedded system integrator must write an interface layer that connects the tasks to each other and enables them to run properly. The interface layer contains:

- Code that initializes the graphic task and the RapidPLUS task.
- Code that implements communications between the graphic task and the RapidPLUS task.
- Code that implements RapidPLUS logic that was not generated.

### Step 1. Initializing the Graphic Task

The following code must be added to the graphic task's program file (*t<task>.c*) to properly connect the embedded graphic display object (EGDO) and the hardware device while initializing the system and the graphic task.

```

❶ hwRegInfo GDOInitializationArray[1] = {
    {setPixel, bitBlt, lock1, unlock1, 0}
};
/* ----- mainTaskInit ----- */
void mainTaskInit(void)
{
    GDL_DC *dc;
        /* Device Context */
    EGDO*egdo;

```



```

        /* Pointer to GDO */
        /* The HW graphic display */

        /* Initialize the graphic system, Connect the driver to
        FD (format driver) */
    ② LGDL_init(GDOInitializationArray,1);

    ③ /* initializing GDO (Task) */
    TTASK_init ();

    ④ egdo = (& (TTASK_App.TTASK_Rxxxxx_Task_Display));
        /* Connect the DCs to driver */
        dc = EGDO_getDC(egdo);

    ⑤ /* Initialize the DCs */

GDL_initDC(dc, 0);
return;

```

	STEP	COMMENTS
BEFORE INITIALIZING RAPIDPLUS	①	User code that puts the hardware information (that is, pointers to the low-level driver APIs and HW id) into the hwRegInfo array.
	②	A call to the function that registers the HW information in the GDL.
INITIALIZING RAPIDPLUS	③*	Initializes the EGDO. This function call constructs and initializes the EGDO.
AFTER INITIALIZING RAPIDPLUS	④**	Initializes a pointer to the EGDO's address. This pointer can be found in the task object's header file ( <i>t&lt;task&gt;.h</i> ) under "Structures."
	⑤	A call to the GDL function that connects the HW API to the EGDO.

\*In *t<task>.c*, the function that initializes the graphic task is:

```

void TTASK_init ( void)
{
    EGDO_Construct ((& (TTASK_App.TTASK_R#_Task_Display)),
        ((RP_Application *)0),
        DB_R#_Task_Display,
        &Init_TTASK_R#_Task_Display);
}

```

\*\* When the RapidPLUS task is **not** split, the *EGDO\_getDC* function uses a macro to get the pointer to the EGDO DC. See Step 4 on p. for an example of this macro. When the RapidPLUS task is split, the pointer **must** be manually entered as explained below:

In *t<task>.h*, the code for the pointer is:

```

/*****
/***** Structure for: TTASK *****/
/*****
typedef struct tTTASK
{
    GraphicDisplay TTASK_R#_Task__Display ;
} TTASK;
extern TTASK TTASK_App;

```

The pointer is formed by concatenating the task's name and address:

```
TTASK_App.TTASK_R#_Task__Display
```

## Step 2: Connecting the Graphic Task to the Task Interface

The graphic task's program file (*t<task>.c*) contains the user object's exported functions. In order for them to be implemented, they must be called by the task interface's program file (*<task>.c*).

In *<task>.c*, there is an empty function for each generated exported function. The empty function is the place for implementing communication with the corresponding exported function. The communications can be implemented in two ways: directly, by calling the exported function or indirectly, via a message.

- a. A typical direct call to an exported function is implemented in the exported function's user code area. A direct call is similar to:

```

void TASK_R#_drawBitmap ( TASK* udo)
{
/***** RapidUserCode BEGIN TASK_R#_drawBitmap *****/
    Implement call to exported function here;
/***** RapidUserCode END   TASK_R#_drawBitmap *****/
}

```

- b. If the message method is used, it is also implemented in the exported function's user code area. For an example, see the section, "Implementing the *sendMsg* Function," on p. 7-19.

### Step 3: Initializing the RapidPLUS Task

The RapidPLUS task is initialized as usual (see Chapter 4: “The Application Programming Interface (API)” for the appropriate runtime function).

### Step 4: Adding Additional Functions and Logic

Additional functions can be added in the Prologue and/or Epilogue user code areas of each generated program file. These areas are particularly suited for any additional logic, which was written in the graphic user object, but was not generated.

```
/****** RapidUserCode BEGIN PROLOGUE *****/  
/****** RapidUserCode END   PROLOGUE *****/  
and/or  
/****** RapidUserCode BEGIN EPILOGUE *****/  
/****** RapidUserCode END   EPILOGUE *****/
```

## EXAMPLE OF SPLIT TASKS

As explained previously in “Writing the Interface Layer,” the interface layer can be written within the generated files themselves: however, in our example, the interface layer is separated from the generated files in control files. Why? Because we want our example to clearly show how we build intertask communications between two separate tasks.

The control files are:

- a. A program file and a header file to control the graphic task.
- b. A program file and a header file to control the RapidPLUS application and task interface.
- c. A program file and a header file to control the communications between the other four control files.
- d. A program file and a header file to contain message methods for the real-time operating system and the embedded system.

The following table briefly describes each of these control files.

CONTROLS	FILE	DESCRIPTION
Task object	<mainTask>.c	Supplies the functions that enable the graphic task to perform its activities: initialization, run task activities, and termination.
	<mainTask>.h	Contains the interface to the functions.
RapidPLUS application and Task interface	<mainApp>.c	Supplies the functions that enable the RapidPLUS task to perform its activities: initialization, run main activities, and termination.
	<mainApp>.h	Contains the interface to the functions.
Overall control of both tasks	<main>.c	(i) Initializes both tasks. (ii) Performs an endless loop that processes events. (iii) Enables one pass of each task's activities by alternately activating the main control and the task object control. (iv) Terminates both tasks.
	<main>.h	Contains the interface to the loop.
Messages	<message>.c	Contains methods for getting and sending messages.
	<message>.h	Contains the interface to the messages.

### Why the example uses messages rather than direct calls to exported functions

Our example uses a DOS operating system.

For simple intertask communication in DOS, direct calls to exported functions are often used. With direct calls, the main task maintains control over the graphic task and the graphic task acts more like a container for the exported functions rather than as a separate, independently functioning task.

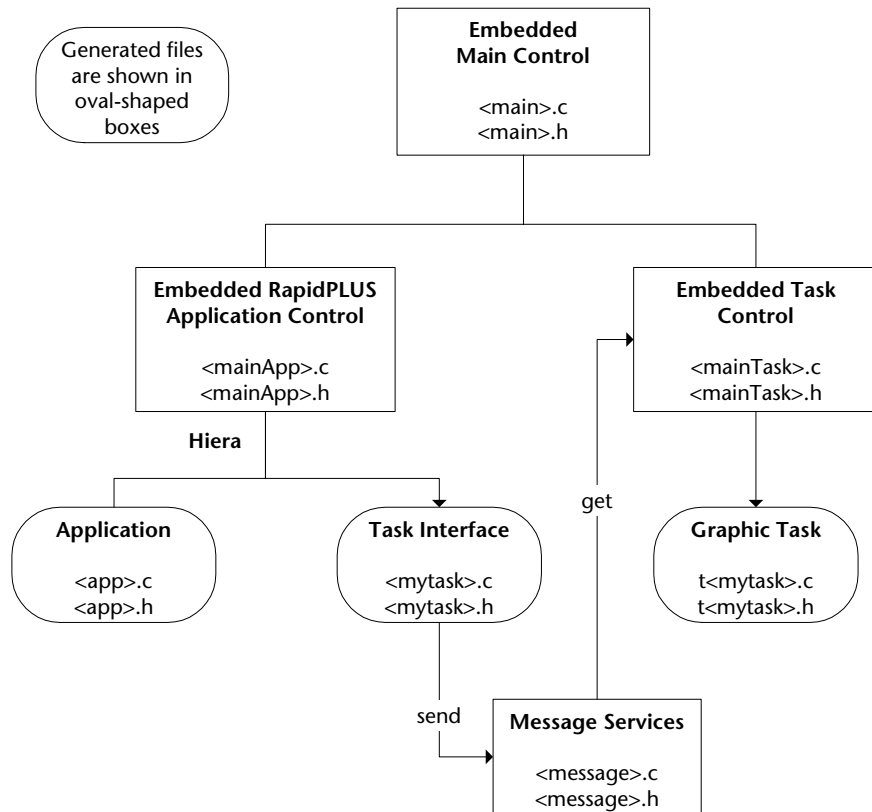
For more complex intertask communication, like in our example, message methods are used. The main control passes temporary control back and forth between the two tasks, enabling the graphic task to act as a separate, independently functioning task.

While the main task is in control, it may send a message to the graphic task to perform an exported function (using *sendMsg*). While the graphic

task is in control, it performs logic that the GDO and its supporting objects require. This logic includes checking and getting messages (using *getMsg*). The graphic task then performs the exported functions.

## Architecture of the Split Tasks Communications

The hierarchy of the generated files and manually created control files is shown below:



Hierarchy of files that connect split tasks

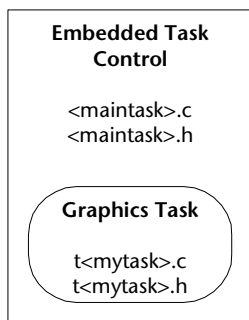
## Building Communications Overview

The best way to explain how to build communications among all the generated and manually created files is through examples. The examples used in this section are from the following files that are supplied with RapidPLUS:

FILES	DESCRIPTION
<i>app.c, app.h</i>	RapidPLUS application (generated)
<i>mytask.c, mytask.h</i>	Graphic task interface (generated)
<i>tmytask.c, tmytask.h</i>	Graphic task object (generated)
<i>mainapp.c, mainapp.h</i>	Embedded RapidPLUS application control
<i>maintask.c, maintask.h</i>	Embedded graphic task control
<i>main.c, main.h</i>	Embedded main control
<i>message.c, message.h</i>	Message control
<i>videoDrv.c, videoDrv.h</i>	GDO driver relevant to our examples

## Building the Control Set for the Embedded Graphic Task (maintask.c and maintask.h)

The graphic control set envelops the graphic task.



The program file (*maintask.c*) can contain any number of functions, but it **must** support three functions:

- Graphic task initialization—*mainTaskInit*
- Graphic task performance—*mainTask*
- Graphic task termination—*mainTaskEnd*

The header file (*mainTask.h*) should contain the interface to these three functions.

## a. Graphic Task Initialization

The procedure for initializing the graphic task was explained in “Step 1. Initializing the Graphic Task” on p. 7-6. The code presented there should be used “as is” with the additions shown below:

```

❶ GDLhwRegInfo GDOInitializationArray[1] = {
    { videoDriver_setPixel, videoDriver_BCol_Row_bitBlt, 0, 0, 0 }
};

/* ----- mainTaskInit -----*/
void mainTaskInit(void)
{
    GDL_DC *dc;
        /* Device Context */
    EGDO *egdo;
        /* Pointer to GDO */
        /* the HW graphic display */
❷ videoDriverInitGraphic();

    /* Initialize the graphic system, Connect the driver to FD */
    LGDL_init(GDOInitializationArray,1);

    /* initiating GDO (MYTask) */

    TMYTASK_init ();

    egdo = (& (TMYTASK_MyApp.TMYTASK_R2349_myTask__Display));

    /* Connect the DCs to driver */
    dc = EGDO_getDC(egdo);
    /*Initialize the Dcs */

    GDL_initDC(dc, 0);
    return;

```

	STEP	COMMENTS
BEFORE INITIALIZING RAPIDPLUS	❶	The first three lines contain the hardware definition.
	❷	This line initializes the video driver.

## b. Graphic Task Process

This area in the program file is the place to integrate all the methods to be activated by the embedded task control when it is activated by the embedded main control. The integrator should process the *getMsg* method and execute the messages depending on the messages received.

### Example

```
void mainTask(void)
{
    char    msg[MAX_MSG_LNG];
    if ( getMsg(msg) > 0 )
    {
        switch( atoi(msg) )
        {
            case 1:
                TMYTASK_R7479_drawBitmap();
                break;
            case 2:
                TMYTASK_R8923_drawText();
                break;
            default:
                break;
        }
    }
    return;
}
```

## c. Graphic Task Termination

❖ *NOTE: Usually the embedded system does not need to implement termination code. For cases where termination code is required, the example below applies.*

This area in the program file is the place to: (i) terminate connection to the embedded graphic display object and any other objects connected to it; and (ii) perform final activities (such as closing a browser connection). The *videoDriverClose* function terminates the connection to the graphic display driver.

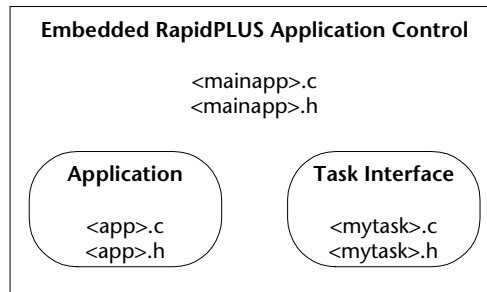
### Example

```
void mainTaskEnd(void)
{
    videoDriverCloseGraphic();
    /* Tell the driver to close the graphics */
    return;
}
```



## Building the Control Set for the Embedded RapidPLUS Task (*mainapp.c* and *mainapp.h*)

The RapidPLUS task control set envelops the RapidPLUS application and the graphic task interface.



The program file (*mainapp.c*) must support three functions:

- a. RapidPLUS task initialization—*mainAppInit*
- b. RapidPLUS task performance—*mainApp*
- c. RapidPLUS task termination—*mainAppEnd*

The header file (*mainApp.h*) contains the interface to these functions.

### a. RapidPLUS Task Initialization

The following code is an example of the sequence that can be used in the program file to:

- (i) initialize the objects in the state machine and application.
- (ii) set the user callback error functions.
- (iii) execute the first state machine cycle.

See “Using the Runtime API” on p. 4-5 for details.

#### Example

```
void mainAppInit(void)
{
    /* initiating Rapid application (MYTask) */
    rpd_PrivInitTask ( usr_ErrorFunc );

    /* Start up the state machine */
    rpd_PrivStart();
    lLastTime = *( unsigned long _far *) (TICK_ADDRESS);
    /* TICK_ADDRESS */
    return;
}
```

## b. RapidPLUS Task Process

This area in the program file is the place to integrate all the methods to be activated by the embedded RapidPLUS control when it is activated by the embedded main control.

### *Example*

```
void mainApp(void)
{
    if ( *( unsigned long _far *) (TICK_ADDRESS) > lLastTime )
        /* Timertick elapsed */
        {
            rpd_moreToDo = rpd_PrivUpdateTimer((long)cTimerPeriod);
            lLastTime = *( unsigned long _far *) (TICK_ADDRESS);
        }
    if(rpd_moreToDo)
        rpd_moreToDo = rpd_PrivRunIdle();
    return;
}
```

## c. RapidPLUS Task Termination

❖ *NOTE: Usually the embedded system does not need to implement termination code. For cases where termination code is required, the example below applies.*

This area in the program file is the place to:

- (i) terminate connections to any objects other than the embedded graphic display object.
- (ii) perform final activities before the state machine cycle ends.

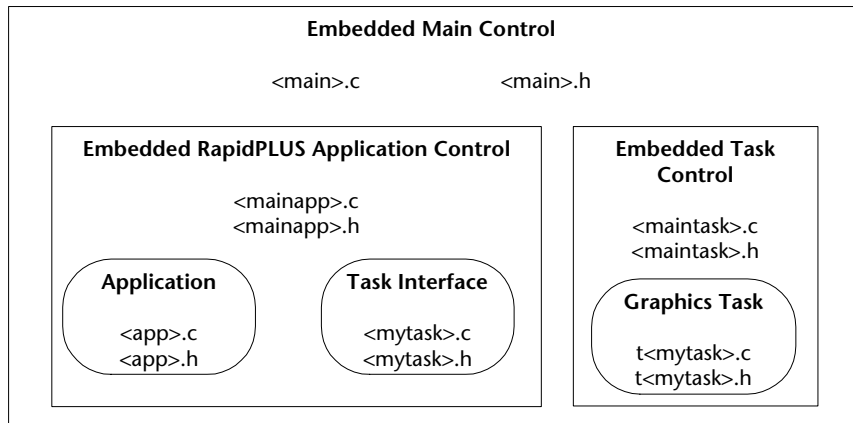
### *Example*

```
void mainAppEnd(void)
{
    // <termination code>;
    return;
}
```

## Building the Main Control Set

(*main.c* and *main.h*)

The main control set envelops the embedded RapidPLUS control set and the embedded task control.



The program file (*main.c*):

- a. Initializes both the RapidPLUS and graphic tasks.
- b. Performs an endless loop that processes events.
- c. Enables one pass of each task's activities by alternately activating the main control and the task control.
- d. Terminates both tasks.

The header file (*main.h*) contains the interface to the loop.

## Main Control Program File

### Example

```
int main(void)
{
    char pressedKey;

    mainAppInit();
    mainTaskInit();

    MAIN_RAPID_LOOP
    {
        if ( kbhit() )
        {
            pressedKey = getch();
            switch( pressedKey )
            {
                case '.';
                    mainAppEnd();
                    mainTaskEnd();
                    exit(0);
                    break;
                default;
                    break;
            }
        }
        mainApp();
        mainTask();
    }
} // main end
```

## Building the Control Set for the Messages

(*message.c* and *message.h*)

In these files, the embedded system integrator implements “get” and “send” message methods for the specific embedded system.

To see an example of these methods, refer to *message.c* and *message.h*.

## Implementing the *sendMsg* Function

(*mytask.c*)

- 1 Open the task interface's program file (*mytask.c*).
- 2 In the empty functions section for the corresponding exported function, implement the send message method. Be sure to write it in the user code area for the exported function.

The message should send all the details—including parameters—that need to be passed in order to call the function.

- ❖ **NOTE:** *If a function requires parameters, the only parameters allowed are primitives (integers, number, and strings) and they must be used as Rvalues and not Lvalues.*

### Example

The following example shows how to implement the draw function:

```
void MYTASK_R7479_drawBitmap ( MYTASK* udo)
{
/***** RapidUserCode BEGIN MYTASK_R7479_drawBitmap *****/
sendMsg( "00001" );
/***** RapidUserCode END MYTASK_R7479_drawBitmap *****/
}
```

To see an example of the *sendMsg* function, refer to *message.c*.

## Implementing the *getMsg* Function

(*maintask.c*)

- 1 Open the task control's program file (*maintask.c*).
- 2 Implement the *getMsg* function for the real-time operating system and the embedded system.

See the section, “b. Graphic Task Process” on p. 7-14 for an example of the *getMsg* implementation.

## Adding Supplemental Functions and Logic

(*tmytask.c*)

If the user object contained logic that was not generated, it should be added to the graphic task object's program file. Other logic can be added here as well.

### To add supplemental functions:

- 1 Open the graphic task object's program file (*tmytask.c*).
- 2 Add any additional functions and logic in the Prologue and/or Epilogue user code areas.

```
/****** RapidUserCode BEGIN PROLOGUE *****/  
/****** RapidUserCode END PROLOGUE *****/
```

and/or

```
/****** RapidUserCode BEGIN EPILOGUE *****/  
/****** RapidUserCode END EPILOGUE *****/
```

# *Multiple Application Support*

The RapidPLUS environment is, by design, a multitasking environment in that each component in a project is executed independently. When an application runs, the kernel executes a single cycle for each user object, one after the other—as if each user object has its own state machine.

Because of RapidPLUS's intrinsic multitasking design, multiple application support was not considered to be a vital feature for code generation in previous versions of RapidPLUS. RapidPLUS-generated applications supported only a single application to be linked to the kernel in a single link unit (*.exe* file). The methodology for building RapidPLUS applications for embedded systems was built around the concept of single application support.

Today, the capability of running multiple RapidPLUS applications in one or more tasks has become available. From RapidPLUS 7.01, several RapidPLUS applications can be linked together sharing source code of the kernel and generated source code. Execution of multiple tasks offers certain advantages; however, it should be used cautiously. Separating RapidPLUS functionality into multiple applications involves more complex integration and debugging.

Sometimes, requirements of the embedded system architecture determine that operations be run in one or more separate tasks. For example, multi-tasking is necessary to implement a service in RapidPLUS that is executed in a stand-alone task and will be used by both a RapidPLUS application and a task external to RapidPLUS.

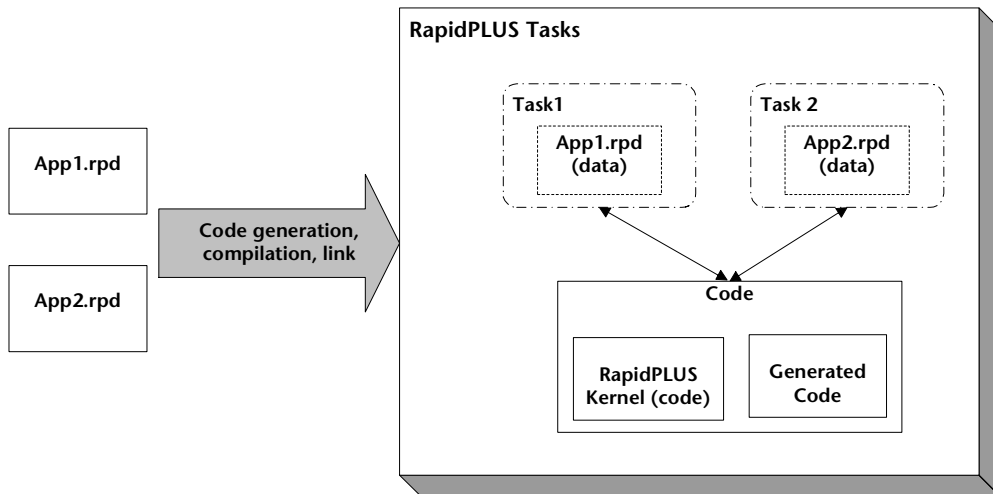
This chapter presents:

- An overview of multiple application support.

- The methodology for developing RapidPLUS applications that will be linked together.
- The multitask API.
- Functions for integrating a graphic display object in a multitask environment.
- Splitting the graphic task from the main task in a multitask environment.

## OVERVIEW OF MULTIPLE APPLICATION SUPPORT

There are several ways to build applications that will be linked together. No matter which way is used, the code generation process is basically the same. The code generation process is shown in the following illustration:



Code is generated separately for each stand-alone RapidPLUS application, then the generated code is linked together with the RapidPLUS kernel. Each application can run in a separate task.



## BUILDING APPLICATIONS THAT WILL BE LINKED TOGETHER

There are several approaches to building RapidPLUS applications that will be linked together:

- Several stand-alone applications.
- Several instances of the same application.
- A single application separated into two or more tasks.

Each of these approaches is described in this section.

### Building Two or More Stand-Alone Applications

With this approach, there are two or more main applications, each of which is developed separately. The code is generated separately and the generated code is linked together via the RapidPLUS kernel.

When building two or more stand-alone applications, keep the following things in mind:

<b>Advantage:</b>	Simple architecture.
<b>Disadvantage:</b>	Simulations will not be executed together unless they are connected by an external means such as a DDE or Applink object.
<b>Technical Details:</b>	Code should be generated separately for each application, and then linked together with the embedded kernel.
<b>Cautions:</b>	The main applications can use user objects with the same file name. However, you must make sure that these user objects are identical. The generated files for the common user object must be included only once in the link.

## Generating Several Instances of the Same Application

With this approach, the same main application is executed in different tasks. This approach is useful when implementing a set of widgets or other services (a library) that will be used by different clients running in separate tasks

When generating several instances of the same application, keep the following things in mind:

<b>Advantage:</b>	Simple architecture.
<b>Disadvantage:</b>	Simulations will not be executed together unless they are connected by an external means such as a DDE or Applink object.
<b>Technical Details:</b>	Each client should allocate a separate instance of the RapidPLUS application.
<b>Cautions:</b>	Make sure that the correct instance is passed to the different API functions.

## Building a Single Application that is Separated into Several Tasks

With this approach, all of the system functionality is implemented in a single application. However, in the design of the application, the functionality that will be executed in a separate task is encapsulated in a separate branch of user objects. Each of these branches will be generated as a stand-alone application.

When building a single application that is separated into several tasks, keep the following things in mind:

- Advantage:** The behavior of the entire system and the interaction between the applications can be viewed/tested/debugged by running a single RapidPLUS application.
- Disadvantage:** Complex architecture.
- Technical Details:** Each branch that is generated as a stand-alone application takes its name from the **root** user object of the branch, that is, the upper-most user object in the branch.
- The embedded system integrator should allocate memory for each branch according to the structure generated for the root user object.
- Cautions:** Two tasks cannot directly hold the same instance of a user object; therefore you should be careful when using holders for user objects that have a single instance in the system (a “singleton”).
- A possible solution is for each task to allocate a separated instance of a *.udi* with interface to the singleton.
- In simulation, this *.udi* will hold the singleton directly and in generated code, intertask communication between the resource represented by the singleton and the *.udi* will be developed.

## USING THE MULTITASK API

Prior to RapidPLUS 7.01, there was one type of RapidPLUS API. The generated code allocated a global variable (a task structure) that all functions called implicitly to get application data. Now there are two API types:

- Single-task API
- Multitask API

You select the API type in the Code Generation Preferences dialog box, Miscellany tab (see “Miscellaneous Preferences” on p. 10-14).

When **Multitask API** is used, no global variable is allocated by the generated code. Therefore, the embedded system integrator must allocate data for the application and specify this data as a parameter when calling the API functions.

When **Single-task API** is used, the generated code allocates data for the application. The same code that is generated using the Multitask API is generated. In addition, a macro is generated for each Multitask API function that calls the function and passes the generated data for the application as a parameter.

The functions, as they appear for the Single-task API, are presented in Chapter 4: “The Application Programming Interface (API).” Most of these functions are the same as they were in the original RapidPLUS API. The Multitask API uses these functions, plus additional functions that are specific to multiple application support.

The differences between the two API function types are highlighted in the following table:

API TYPE	FUNCTION SYNTAX
<i>Single task</i>	RINT rpd_PrivRunIdle(void);
<i>Multitask</i>	RINT rpd_PrivRunIdleAPI(RapidTask *t);

Notice that the Multitask API function name contains the initials, **API**, and has a new parameter, **RapidTask \*t**, which is a pointer to the application.

The following sections present the Multitask API’s functions. For functions that are available in the Single-task API, the function’s syntax and a brief description are presented, together with a page reference to the function’s detailed description in Chapter 4. Functions that are available only in the Multitask API are presented with their syntax, parameters, and return values.

The function definitions for the RapidPLUS-provided functions are located in the *c\_api.h* header file in the \CODEGEN folder.

## Runtime API

These functions initialize, start, and end the RapidPLUS application, cycle the state machine, update RapidPLUS timers, and handle runtime errors. The runtime API is described on pp. 4-2 to p. 4-8.

### rpd\_PrivInitTaskAPI

Initializes objects and data structures in the state machine and application.

#### Syntax

```
RINT rpd_PrivInitTaskAPI(RapidTask *t, InitGeneratedInstanceP  
initFunc);
```

#### Parameters

<i>t</i>	Pointer to the application.
<i>initFunc</i>	Pointer to the generated function that initializes the specified, generated task. This function is placed in the generated file of the main application and its name is <i>&lt;generated application name&gt;_initGeneratedInstance</i> .

#### Remarks

This function should be called, together with *rpd\_SetUserErrorFunctionAPI* (see 8-9), at system startup before running any state machine cycles.

#### Page Reference

See “*rpd\_PrivInitTask*” on p. 4-5.

### rpd\_PrivStartAPI

Executes the first state machine cycle.

#### Syntax

```
RINT rpd_PrivStartAPI(RapidTask *t);
```

#### Page Reference

See “*rpd\_PrivStart*” on p. 4-6.

### rpd\_PrivUpdateTimerAPI

Adds the parameter value to all RapidPLUS time-related objects and executes a state machine cycle.

#### Syntax

```
RINT rpd_PrivUpdateTimerAPI(RapidTask *t, RULONG timeInterval);
```

#### Page Reference

See “rpd\_PrivUpdateTimer” on p. 4-6.

### rpd\_PrivRunIdleAPI

Cycles the state machine.

#### Syntax

```
RINT rpd_PrivRunIdleAPI(RapidTask *t);
```

#### Page Reference

See “rpd\_PrivRunIdle” on p. 4-7.

### rpd\_PrivEndAPI

Ends the RapidPLUS task and frees allocated resources, if any, from memory.

#### Syntax

```
RINT rpd_PrivEndAPI(RapidTask *t);
```

#### Page Reference

See “rpd\_PrivEnd” on p. 4-7.

### rpd\_PrivStopExecutionAPI

Ends the RapidPLUS task, but does not perform exit activities nor free allocated resources from memory.

#### Syntax

```
void rpd_PrivStopExecutionAPI (RapidTask *t);
```

#### Parameters

*t*                      Pointer to the application.

#### Return Value

None

### rpd\_SetUserErrorFunctionAPI

Sets the user callback error function.

#### Syntax

```
void rpd_SetUserErrorFunctionAPI (User_ErrorFunc errorFunc);
```

#### Remarks

This function should be called, together with *rpd\_PrivInitTaskAPI* (see 8-7), at system startup before running any state machine cycles.

#### Page Reference

See “*rpd\_PrivInitTask*” on p. 4-5.

### usr\_ErrorFunc (can be any valid C function name)

A callback function that is called whenever the RapidPLUS application encounters a runtime error.

#### Syntax

```
RBOOL <usr_ErrorFunc> (RINT errno, RBOOL errType, RapidTask *t);
```

#### Remarks

For user objects generated as empty tasks and constant arrays: these objects do not have access to the main task structure; therefore, the value of their *t* parameter is zero.

#### Page Reference

See “*usr\_ErrorFunc*” on p. 4-8.

## Timer Request API

These functions update RapidPLUS timers based on timer requests, and activate and stop timers. The timer request API is described on pp. 4-8 to p. 4-14.

### rpd\_SetTimerRequestAPI

Registers two callback functions in the RapidPLUS kernel, which are used each time a RapidPLUS object requires timer services.

#### Syntax

```
void rpd_SetTimerRequestAPI(RapidTask *t, User_TimerReqFunc  
timerReqFunc, User_TimerStopFunc timerStopFunc, RINT callType)
```

#### Page Reference

See “Registering the Callback Functions” on p. 4-9.

### rpd\_TimerExpiredAPI

The embedded system calls this RapidPLUS function when a timer expires.

#### Syntax

```
RINT rpd_TimerExpiredAPI(RapidTask *t, RULONG usrTimerID, RUINT  
deviation)
```

#### Page Reference

See “Timer Expiration Function” on p. 4-11.

### usr\_TimerReqFunc (can be any valid C function name)

A callback function to start the embedded system’s own timer mechanism.

#### Syntax

```
RBOOL *usr_TimerReqFunc (RULONG timerID, RULONG period, RapidTask  
*t);
```

#### Page Reference

See “Activating the Timer” on p. 4-10.



`usr_TimerStopFunc` (can be any valid C function name)

A callback function to stop the count of the embedded system's timer mechanism.

**Syntax**

```
void *usr_TimerStopFunc (RULONG timerID, RapidTask *t);
```

**Page Reference**

See "Stopping the Timer" on p. 4-11.

## Dynamic Allocation API for User Object Holders

These functions implement the dynamic memory allocation mechanism used by the *holdNew* function. The dynamic allocation API is described on pp. 4-15 to 4-18.

`rpd_PrivInitMallocTaskAPI`

Initializes the dynamic memory allocation mechanism and sets the user callback dynamic memory allocation functions.

**Syntax**

```
RINT rpd_PrivInitMallocTaskAPI (RapidTask *t, User_MallocFunc  
mallocFunc, User_FreeFunc freeFunc, InitGeneratedInstanceP  
initFunc);
```

**Parameters**

<i>t</i>	Pointer to the application.
<i>initFunc</i>	Pointer to the generated function that initializes the specified, generated task. This function is placed in the generated file of the main application and its name is <i>&lt;generated application name&gt;_initGeneratedInstance</i> .

The other two parameters are described in Chapter 4.

**Page Reference**

See "rpd\_PrivInitMallocTask" on p. 4-15.

`usr_FreeFunc` (can be any valid C function name)

Frees the allocated memory.

**Syntax**

```
void usr_FreeFunc(void *memPtr, RapidTask *t);
```

**Page Reference**

See “`usr_FreeFunc`” on p. 4-16.

`usr_MallocFunc` (can be any valid C function name)

Allocates the required memory.

**Syntax**

```
void usr_MallocFunc(rint memSize, RapidTask *t);
```

**Page Reference**

See “`usr_MallocFunc`” on p. 4-16.

## Image API

These functions get the index of a RapidPLUS bitmap object. The image API is described on pp. 4-18 to 4-20.

### usr\_GetBitmapFunc (can be any valid C function name)

A callback function to get an index sent by the *fromHandle* function, and returns a pointer to a RapidPLUS bitmap cast to void.

#### Syntax

```
void* usr_GetBitmapFunc(RLONG handle, RapidTask *t);
```

#### Page Reference

See “usr\_GetBitmapFunc” on p. 4-18.

### rpd\_PrivInitGetBitmapFuncAPI

Registers a callback function in the RapidPLUS kernel, which is used each time a RapidPLUS image object gets a bitmap using the *fromHandle* function.

#### Syntax

```
void rpd_PrivInitGetBitmapFuncAPI(RapidTask *t, User_GetBitmapFunc  
getBitmapFunc)
```

#### Page Reference

See “rpd\_PrivInitGetBitmapFunc” on p. 4-19.

## Debug API

These function facilitate monitoring the embedded RapidPLUS application as it run on the target platform in native RapidPLUS terms (objects, modes, activities, and transitions). The debug API is described on pp. 4-20 to 4-31.

### rpd\_SetUserDebugAPI

Called by the embedded system after initialization of the RapidPLUS task by *rpd\_PrivInitTask*. It sets the callback function (User\_DebugFunc); it provides a pointer to the debug buffer and specifies its maximum size.

#### Syntax

```
RINT rpd_SetUserDebugAPI(RapidTask *t, User_DebugFunc debugFunc,  
RINT *intBuff, RINT buffMaxSize, RINT flag)
```

#### Page Reference

See “rpd\_SetUserDebug” on p. 4-23.

### rpd\_GetModeDescriptionAPI

Returns the name of the specified mode (in the currently active context) as a string in parameter \*buff.

#### Syntax

```
RINT rpd_GetModeDescriptionAPI(RapidTask *t, RINT modeID, RINT  
*buff, RINT buffMaxSize);
```

#### Page Reference

See “rpd\_GetModeDescription” on p. 4-27.

### rpd\_GetTranDescriptionAPI

Returns transition information (source and destination modes and source code for trigger and action(s)) for the active context in parameter \*buff.

#### Syntax

```
RINT rpd_GetTranDescriptionAPI(RapidTask *t, RINT modeID,  
RINT tranID, RINT *buff, RINT buffMaxSize);
```

#### Page Reference

See “rpd\_GetTranDescription” on p. 4-27.

### rpd\_GetMActDescriptionAPI

Returns the mode name and source code from the active context, in parameter \*buff.

#### Syntax

```
RINT rpd_GetMActDescriptionAPI(RapidTask *t, RINT modeID,  
RINT actID, RINT *buff, RINT buffMaxSize);
```

#### Page Reference

See “rpd\_GetMActDescription” on p. 4-28.

### rpd\_GetQueueSizeAPI

Gets the maximum sizes of the internal and external event queues, as well as the temporary memory, that were used in the application until now.

#### Syntax

```
void rpd_GetQueueSizeAPI(RapidTask *t, RINT *eventQSize,  
RINT *genEventQSize, RINT *COTAMAQSize, RINT *doListSize,  
RINT *tempMemSize)
```

#### Page Reference

See “rpd\_GetQueueSize” on p. 4-28.

### rpd\_GetUDOCClassNameAPI

Returns the user object’s class name from the active context, in parameter buff.

#### Syntax

```
RINT rpd_GetQueueSizeAPI(RapidTask *t, RINT contextID, pchar *buff,  
RINT buffMaxSize);
```

#### Page Reference

See “rpd\_GetUDOCClassName” on p. 4-29.

### rpd\_GetUDOInstanceNameAPI

Returns the user object's instance name from the active context, in parameter buff.

#### Syntax

```
RINT rpd_GetUDOInstanceNameAPI(RapidTask *t, RINT contextID,  
pchar buff, RINT buffMaxSize);
```

#### Page Reference

See “rpd\_GetUDOInstanceName” on p. 4-30.

### rpd\_GetCurrentContextIDAPI

Gets the index of the main application or one of its user objects depending on which of them is currently active.

#### Syntax

```
RINT rpd_GetCurrentContextIDAPI(RapidTask *t);
```

#### Page Reference

See “rpd\_GetCurrentContextID” on p. 4-30.

### usr\_DebugFunc (can be any valid C function name)

Implements the debug procedures when called by the kernel.

#### Syntax

```
void usr_DebugFunc (RINT16 infoType, RINT16 *buff, RINT16 buffSize,  
RapidTask *);
```

#### Page Reference

See “usr\_DebugFunc” on p. 4-31.

## User Data API

These functions enable the embedded system integrator to connect castable data to and from the specified application.

### `rpd_SetUserDataAPI`

Assigns the user data to the application.

#### Syntax

```
void rpd_SetUserDataAPI(RapidTask *t, RPointer udata);
```

#### Parameters

<i>t</i>	Pointer to the application.
<i>udata</i>	A void pointer to any data that the embedded system integrator wants to connect to the specified application.

#### Return Value

None

#### Remarks

This function can be called at any time after `rpd_PrivInitTaskAPI` has been called. Calling this function is optional.

### `rpd_GetUserDataAPI`

Returns user data that was assigned to the specified application (using the `rpd_SetUserDataAPI` function).

#### Syntax

```
RPointer rpd_GetUserDataAPI(RapidTask *t);
```

#### Parameters

<i>t</i>	Pointer to the application.
----------	-----------------------------

#### Return Value

User data as a void pointer.

## FUNCTIONS FOR INTEGRATING A GRAPHIC DISPLAY

Chapter 6: “Integrating Graphic Displays” presents the functions that are used to integrate the graphic display with the embedded system. The information in that chapter applies to a graphic display object used in multiple applications, with minor changes.

### Low-Level Driver API

The functions presented in the section “Low-Level Driver” on pp. 6-45–6-48 have an additional parameter, *userData*. This parameter is the address of the data which the embedded system integrator needs to know to implement the driver functions for each task. It is assigned when the *rpd\_SetUserDataAPI* (p. 8-17) function is called.

The syntax for these functions is as follows:

FUNCTION	SYNTAX
<i>bitBlt</i>	<code>bitBlt(int hid, int bx, int by, int width, int height, int IBx, int IBy, int IBwidth, int IBheight, const unsigned char * bitmap, int method, int on, void *userData)</code>
<i>lock</i>	<code>void lock (int hid, void *userData);</code>
<i>setPixel</i>	<code>void setPixel(int hid, int x, int y, int color, int on, void *userData);</code>
<i>unlock</i>	<code>void unlock (int hid, void *userData);</code>



## Graphic Display Library API

The GDL API is described in Appendix G: “GDL and Format Driver API.” There is an additional function for the Multitask API.

### GDL\_registerCallbacksFunc

Registers the user-supplied functions at the graphic display’s device context. This function is called after initialization. It replaces the following functions that are used in the single-task API:

- `LGDL_init(GDOInitializationArray, 1);`
- `GDL_initDC((GDL_DC*)EGDO_getDC((EGDO*)gdo), 0);`
- `GDL_errorFunc(gdl_ErrorFunc);`

#### Syntax

```
void GDL_registerCallbacksFunc(GDL_DC *dc, RFUNCTION gdl_ErrorFunc,  
                             RFUNCTION pBitblt, RFUNCTION pSetPixel,  
                             RFUNCTION pLock, RFUNCTION pUnlock,  
                             RINT hid);
```

#### Parameters

<i>dc</i>	A pointer to the device context.
<i>gdl_ErrorFunc</i>	A pointer to a callback error function with the GDL (see p. G-42).
<i>pBitblt</i>	A pointer to the <i>bitBlt</i> callback function. (see p. 6-45).
<i>pSetPixel</i>	A pointer to the <i>setPixel</i> callback function (see p. 6-48).
<i>pLock</i>	A pointer to the <i>lock</i> callback function (see p. 6-47).
<i>pUnlock</i>	A pointer to the <i>unlock</i> callback function (see p. 6-48).
<i>hid</i>	The hardware device ID (used only in single-task API for backwards compatibility).

#### Return Value

None

#### Remarks

The *pSetPixel*, *pLock*, and *pUnlock* parameters can be null if they are not needed.

## Code Example for Integrating a Graphic Display

The following code is an example of the sequence that can be used to allocate the task, initialize the system, and then the RapidPLUS task. The numbers next to the lines of code refer to the steps summarized in the table immediately following. This example uses an application named Gentask.rpd and a graphic display object named Display1.

```

❶ GENTASK_task genTask; /* Allocates the generated task */
❷ rpd_SetUserErrorFunctionAPI (usr_ErrorFunc) /* Sets the user
        callback error function */
❸ rpd_PrivInitTaskAPI(&genTask);/* Initializes Rapid */
❹ gdl_registerCallbacksAPI (EGDO_getDC (GENTASK_getDisplay1 (&genTask)),
        gdl_errorFunc, bitBlit, NULL, NULL, NULL, 0);
        /* Registers the user-supplied functions at
        the graphic display's device context */
❺ rpd_SetUserDataAPI (&genTask,
        (RPointer)GENTASK_getDisplay1 (&genTask)); /* Assigns the user data
        to the application. In this example, an address
        of the GDO is passed as user data. */
❻ rpd_PrivStartAPI (&genTask); /* Starts Rapid */
    
```

	STEP	COMMENTS
BEFORE INITIALIZING	<b>❶</b>	Allocates a global variable of generated structure type.
	<b>❷</b>	Sets the user callback error function.
RAPIDPLUS	<b>❸</b>	Initializes RapidPLUS.
	<b>❹</b>	A call to the GDL function that registers the user-supplied functions at the graphic display's device context.
AFTER INITIALIZING	<b>❺</b>	Assigns the user data to the application.
	<b>❻</b>	Starts the RapidPLUS task.

## SPLITTING THE GRAPHIC TASK FROM THE MAIN TASK

Chapter 7: “Splitting the RapidPLUS and Graphic Tasks” presents how to build an application and interface layer so that graphic operations can be split from the main task and placed in a separate, “empty” task. The information in that chapter applies to the multitask environment, with minor changes that are described in this section.

❖ *NOTE: The capability to split the graphic task from the main task was developed before multiple application support was available. Now that multiple application support is available, the task split architecture should only be used for a target platform that has small memory resources.*

### The Similarities and Differences Between a Stand-Alone Application and a Graphic Task

The generation type for user objects is selected in the Code Generation Preferences dialog box, Components tab. For a user object that contains the graphic operations to be generated separately from the main task, the Generate Empty Task option must be selected (as described in the section “Building the Graphic Task” on p. 7-5).

#### Similarities

User objects that are generated as an empty task and as a stand-alone application are similar because they are both generated independently from the main application. In both cases, when the user object is generated, two *.c* files and two *.h* files are generated, one set provides the interface for the main task to communicate with the separate task, and the other set enables the separate task to implement its internal logic and optionally, communicate with the main task.

For both of these generation types, the embedded system integrator has to implement interface between the main application and each of these tasks.

#### Differences

A stand-alone application is generated similarly to the main application, that is, it contains the entire set of logic and objects and is run by its own RapidPLUS state machine. The graphic (empty) task has no RapidPLUS state machine and includes only specific logic and objects, such as exported

functions, the graphic display object, and primitive data objects (see p. 7-4 for a list of objects that can be used in the graphic task).

## Generating a Graphic Task in the Multitask Environment

When the Mutitask API option is selected, the generated code of user objects marked as “Empty Task” contains the following changes:

- No global variable is allocated by the generated code; therefore, the embedded system integrator must allocate data for the graphic task and specify this data as a parameter when calling the graphic task’s exported functions.
- Each generated function contains a pointer to the graphic task as a parameter (that is, `t<task> *app`).

For example, code for initializing the graphic task might look like:

```
TTASK TTASK_App; /* Allocate the graphic task */
void mainTaskInit(void)
{
    GDL_DC *dc;
        /* Device Context */
    EGDO*egdo;
        /* Pointer to GDO */
    TTASK_init (&TTASK_App);
        /* Initializing graphic task */

        /* Initializing DC */
    egdo = (& (TTASK_App.TTASK_Rxxxxx_Task_Display));
    dc = EGDO_getDC(egdo);
    GDL_registerCallbacksAPI(dc, gdl_ErrorFunc, bitBlt, NULL, NULL,
    NULL, 0);
}
```

To compare this code with the code used in the single-task environment, see “Step 1. Initializing the Graphic Task” on p. 7-6.

## CHANGES TO GENERATED INTERFACE

Whenever the Multitask API is used, the name of the generated interface definitions includes as a prefix, the name of the application. Also, each interface function has an additional parameter pointing to a generated task structure.

### *Example*

An application named TEST.RPD contains a user object named UDM1.UDO. This user object has an exported event named Event1.

The application is generated using the Multitask API, and its user object is generated as interface only. The code is generated as follows in the *test.h* file:

```
/* Trigger the Event1 event for the UDM1 object */
/* void R11325_UDM1_Event1 ( TEST_task* t); */
#define TEST_R11325_UDM1_Event1(t)
        UDM_trigger_R3783_Event1(TEST_R4391_ObjPtr_UDM1(t))
```

Compare this code with the code that is generated using the Single-task API:

```
#define R11325_UDM1_Event1()
        UDM_trigger_R3783_Event1(R4391_ObjPtr_UDM1())
```

When the embedded system integrator wants to trigger the event shown above, he should call something like `TEST_R11325_UDM1_Event1(&MyGenTask)`, where “MyGenTask” is a variable of type `TEST_task`, which was previously allocated. The embedded system integrator is responsible for allocation of a variable of type `TEST_task`. The address of this variable should be passed to each generated API.



# *Optimizing Application Performance*

Informed choices concerning RapidPLUS objects and logic will help the application meet the embedded system's performance specifications. This chapter provides general guidelines on how to implement the simulation application logic in order to optimize the embedded application performance—in terms of memory usage and/or speed of execution.

Where relevant, examples are brought from the applications which are referred to in Chapter 2: “Application Design Guidelines” (and described in more detail in Appendix J: “Description of Example Application”).

This chapter presents optimization considerations for:

- Mode activities and condition-only transitions
- Internal transitions vs. modes
- Constant objects
- Data sizes
- C primitives
- Number objects

❖ *NOTE: For a detailed discussion of optimization considerations, read the “Methodology Guide: Building Applications for Embedded Systems.”*

## MODE ACTIVITIES AND CONDITION-ONLY TRANSITIONS

The presence of even one mode activity or condition-only transition causes the embedded RapidPLUS state machine to perform slower than if there were no mode activities or condition-only transitions at all. Once mode activities and/or condition-only transitions are present, their further impact on performance will depend on how they are implemented in the application.

### Mode Activities

A mode activity that assigns a frequently-changing value to a variable taxes the resources of the state machine. An example of such a mode activity is:

```
String1 := SystemTime.seconds
```

A preferable alternative would be an action on an internal transition triggered by a one-second timer tick.

In the case of our example applications, the initial application (*Telefone.rpd*) uses mode activities to update the contents of the text display. You can see an example of this in the normal mode. In the restructured application (*Tel\_main.rpd*), this mode activity has been replaced by an action that calls the display user object's exported function *displayContents: <String>* every time the text display has to be updated.

### Condition-Only Triggers

Avoid the use of condition-only triggers **for internal transitions**. Instead, use loops and branches in your logic. Refer to the chapter "Writing Logic Using Loops and Branches" in the *User Manual Supplement*. Condition-only triggers can be used with external transitions, both from one mode to another and from a mode back to itself.

## TRANSITION TIME

The following factors affect the time that it takes for the embedded state machine to carry out a transition.



## Number of Modes Deactivated/Activated

The single greatest factor that affects transition time is the number of modes that are deactivated and then activated by the transition. The more modes deactivated and activated, the slower the transition.

## Logic Involvement of Object that Triggered the Transition

The next most significant factor in slowing down transition time is the number of other logic statements in the application that include the object which triggered the transition. Thus, for example, the condition **& Integer1 = 500** involves a change to Integer1 that makes the condition true. The more mode activities and transitions affected by a change to Integer1, the longer the time required for the transition triggered by this condition.

## Total Number of Modes

When building a RapidPLUS application, the general rule is to develop the mode tree as much as possible and to avoid “hiding” the application’s logic in internal transitions. The total number of modes in an application, however, has a marginally adverse effect on transition time. The more modes in the application, the slower the transition time. When application speed is critical, substituting internal transitions for modes may improve performance.

# SETTING DATA SIZE

Because the sizes of non-constant string, data store, and one-dimensional array objects can change during runtime, RAM must be allocated for them at system startup. In order to optimize these memory allocations, you can specify maximum sizes for these data objects as part of the application design.

You set maximum default sizes in the Data Sizes tab of the Code Generation Preferences dialog box. This default size is assigned as an absolute value to each string, data store, and one-dimensional array that you add to the Object Layout. Thus, for example, if the default maximum string object length is currently specified as 300, each new string object is assigned a data size of 300. You can, however, edit this value for each object in its dialog box.

❖ *NOTE: If you would like the object’s size to **always** be the default size (that is, changes to the default size will be automatically propagated to the object), you enter a value of zero for the data size.*

For details about implementing this optimization feature, refer to the chapter “Nongraphic Objects” in the *User Manual Supplement*.

## USING CONSTANT OBJECTS

There may be data objects in your application whose values or sizes do not change during runtime. In these cases, you should use constant objects as opposed to regular, variable data objects. The values of constant objects are stored in ROM, optimizing the RapidPLUS application's RAM requirements.

It is also easier and safer to build and maintain software applications if meaningful names are used in place of literal integers, numbers, or strings.

For more information on defining and using constant objects, refer to the chapter "Constant Objects" in the *User Manual Supplement*.

### Using Constant Objects in If...Else Branches

Constant objects can be used in If and Else conditional statements (for example, **if Constant\_Integer < 2**). Conditional statements that evaluate to False are not generated.

The evaluation is performed on:

- Constant values (e.g., 2, 1.5, 'abc').
- Constant integers, constant numbers, constant strings, and constant sets.
- Relational operators (=, >, <, >=, <=, <>).
- Boolean operators (and, or).
- Arithmetic operators (+, -, \*, /).

The evaluation is **not** performed on:

- Constant arrays.
- Expressions with type mismatch (e.g., no conversion from String to Integer).
- Functions other than relational functions.
- User functions.

❖ *NOTE: You can generate the conditional statements that evaluate to False by selecting the "Generate Unused Modes and Logic" option in the Code Generation Preferences dialog box, Optimizations tab (for more information, see "Optimization Preferences" on p. 10-8.)*

## USING PRIMITIVE DATA OBJECTS

A primitive data object in RapidPLUS is a data object (string, integer, or number) that will be generated as a C primitive. Since C primitives have fewer storage requirements than RapidPLUS data objects, the result is optimized usage of read-only memory (ROM) resources.

To qualify as a primitive, the RapidPLUS data object must meet the following criteria:

- It is not used on the right side of an assign (:=) function in mode activities.
- It is not used in user condition functions.
- It is not passed as an argument to a user function that could change its value (i.e., passed by address).
- It is not bounded.

## BEHAVIOR OF NUMBER OBJECTS

There may be a discrepancy in number object precision between the simulation application and the embedded RapidPLUS application. This discrepancy is due to differences in integer and number representation in the Microsoft® Windows environment and in the embedded system.



## *Using the Code Generator*

Before you start the Code Generator, you can specify preferences that suit your application using the Code Generation Preferences dialog box. After you have specified your preferences, you start the Code Generator in the Code Generation Status dialog box. You can then use this dialog box to monitor the code generation process.

In addition, you can have the Code Generator create RAM Size reports, which are used to diagnose components that have excessive RAM sizes.

This chapter presents:

- The various options in the Code Generation Preferences dialog box.
- How to start, stop, and monitor the code generation process.

## SPECIFYING THE CODE GENERATION PREFERENCES

The Code Generation Preferences dialog box is used to specify preferences for each code generation project.

**To open the Code Generation Preferences dialog box:**

- 1 In the Application Manager, choose Code Generator|Code Generation Preferences. The dialog box opens to the first of eight tabbed pages.

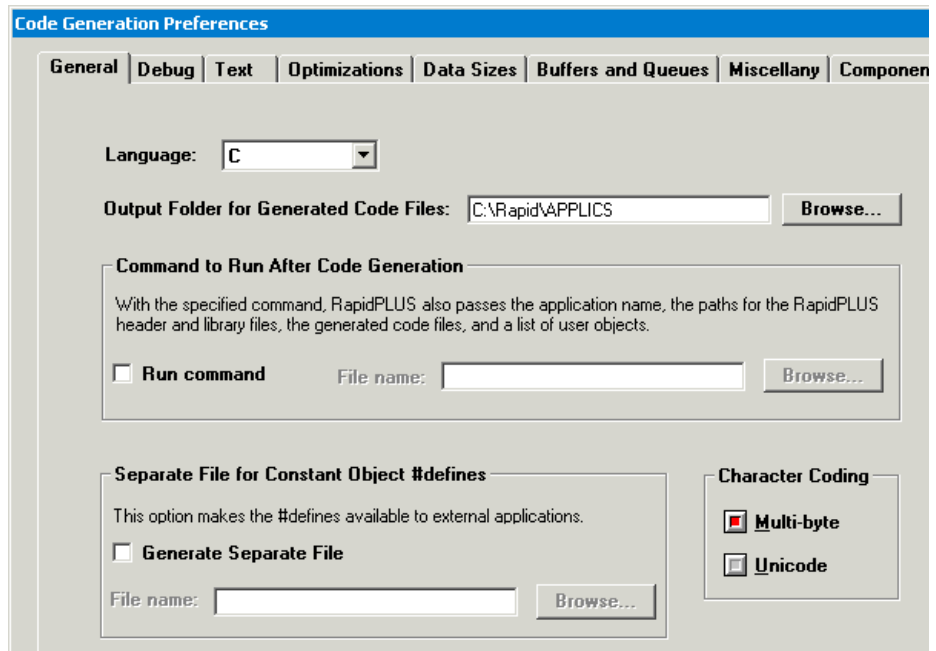
The options presented in this dialog box all apply to the project's main application. Only one page, Data Sizes, is enabled when editing a project's user objects. The eight tabbed pages of preferences are:

PREFERENCE	USED TO
<i>General</i>	Select the C language, a folder for the code output, and other options related to C code generation.
<i>Debug</i>	Enable debugging of the embedded RapidPLUS application during runtime.
<i>Text</i>	Add copyright information to the generated C files, and/or application information to the generated program (*.c) files.
<i>Optimizations</i>	Select options that optimize the generated code.
<i>Data sizes</i>	Specify the global default sizes for data objects whose sizes can change dynamically, i.e., strings, arrays, and data stores.
<i>Buffers and Queues</i>	Specify the sizes of various event queues and the temporary memory buffer.
<i>Miscellany</i>	Select the API generation type, either single task or multitask. Select options that support dynamic memory allocation and compilers with structure size limitations.
<i>Components</i>	View all of the project's user objects and denote how each should be generated.

The following sections present each of the dialog box's pages and the various code generation options available.

## General Preferences

This tabbed page presents options related to the code output:



The options are:

OPTION	DESCRIPTION
<i>Language</i>	Sets the code generation language to C.
<i>Output Folder for Generated Code Files</i>	Designates the location for the generated code files. Either browse to an existing folder or type the name of a new folder (including its path).

OPTION	DESCRIPTION
<i>Command to Run After Code Generation</i>	<p>Specifies a file with the extension <i>.exe</i>, <i>.com</i>, <i>.bat</i>, or <i>.cmd</i> that will run after code generation is completed. For example, a batch file can be specified to run the compiler.</p> <p>The specified command is called as follows:</p> <pre>&lt;command name&gt; &lt;application name&gt; &lt;header file location&gt; &lt;source output folder&gt; (&lt;user object1 name&gt; &lt;userObject2 name&gt;...</pre>
<i>Separate File for Constant Object #defines</i>	<p>Creates a separate file for constant object #defines in order to make them available to external applications. Either browse to an existing file or type the name of a new file (including its path).</p>
<i>Character Coding</i>	<p>Sets the character coding type to either Multi-byte or Unicode.</p>

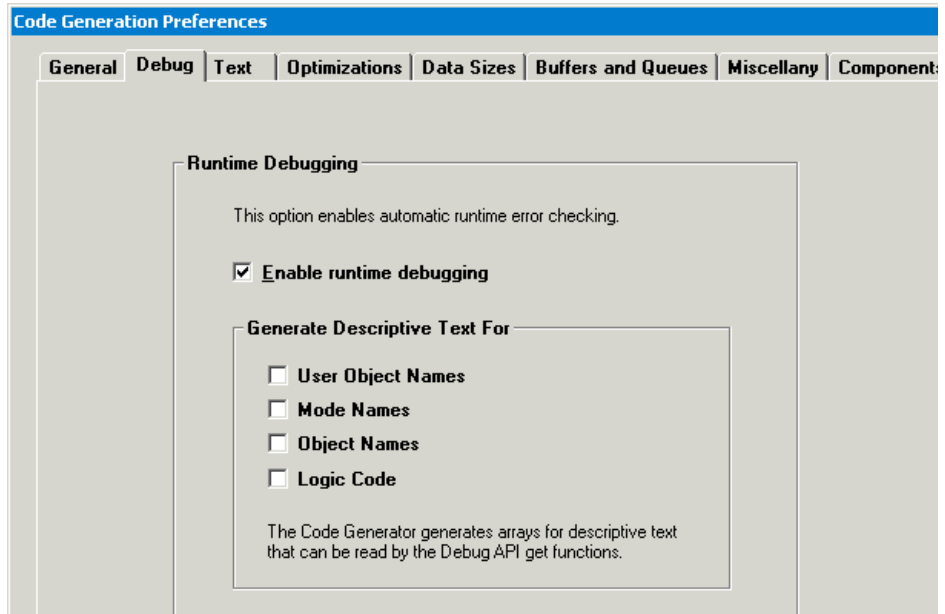
## Debug Preferences

The RapidPLUS code generation software includes a library of API functions that the embedded system integrator uses to build the embedded system–RapidPLUS domain interface layer. Some of these functions facilitate debugging of the embedded RapidPLUS application on the target platform, in the native RapidPLUS context of modes, user objects, transitions, and activities.

You can determine what application information will be made available for use by the debug functions. The information is included as constant strings in the generated code. For a full discussion of the debug functions and their usage, see “Debug API” on pp. 4-20 to 4-34.



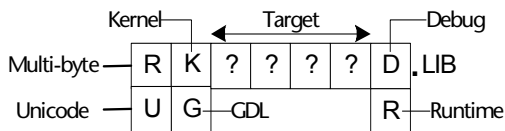
The Debug options enable debugging of the embedded RapidPLUS application during runtime:



OPTION	DESCRIPTION
<i>Enable Runtime Debugging</i>	Select this check box to enable runtime error checking and monitoring of the embedded RapidPLUS application using the Debug API callback functions. It adds an essential <code>RAPID_DEBUG</code> #define to each generated <code>.h</code> file. Absence of this #define could compromise embedded application performance. This option also causes <code>.txt</code> files to be generated (for details, see “Generated Text Files That Aid in Debugging” on p. 4-31).
<i>Generate Descriptive Text For</i>	Select one or more of these options to generate arrays containing descriptive text that can be read by the Debug API get functions. (The Object Names option is not used.) For details about the get functions, see pp. 4-27 to 4-30.

If you call the debug functions without selecting any of the Debug options, the object and mode names are referenced by internal RapidPLUS identifiers. This can make the debug information hard to read. On the other hand, including debug information increases the size of the generated code. We therefore recommend that you select these options while you are in the debugging phase, then clear them when you are ready to generate final code.

When Enable Runtime Debugging is selected, you must link to a micro-kernel library whose name ends with "D". The naming convention for library files is:



For example, the full set of libraries for the Intel® 80x86 processor would be:

MODE	KERNEL	GDL
<b>Multi-byte</b>		
Debug	RKX86BD.LIB	RGX86BD.LIB
Runtime	RKX86BR.LIB	RGX86BR.LIB
<b>Unicode</b>		
Debug	UKX86BD.LIB	UGX86BD.LIB
Runtime	UKX86BR.LIB	UGX86BR.LIB

## Text Preferences

This page presents optional text that can be added to the generated files:

The screenshot shows the 'Code Generation Preferences' dialog box with the 'Text' tab selected. The dialog has several tabs: General, Debug, Text, Optimizations, Data Sizes, Buffers and Queues, Miscellany, and Component. The 'Text' tab contains two sections:

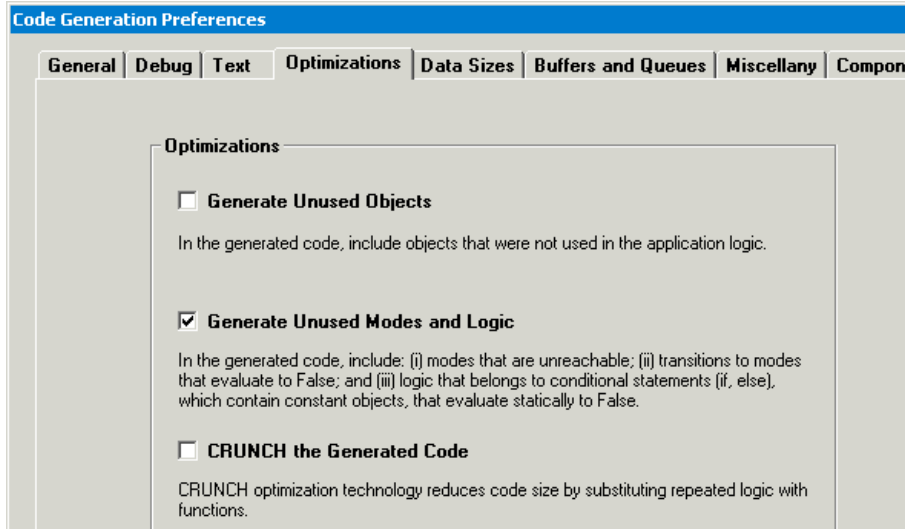
- Copyright Information:** A text box with the instruction: 'Specify a text file that will appear as a comment at the top of each generated .h and .c file. The text file can be used for copyright information.' Below this is a checkbox labeled 'Include Text in Each Generated Code File' which is currently unchecked. Underneath is a text input field labeled 'Text File Name:' followed by a 'Browse...' button.
- Application Report:** A text box with the instruction: 'This option adds RapidPLUS logic as a comment before the corresponding code in the generated files.' Below this is a checkbox labeled 'Include Application Report in Generated Files' which is currently unchecked.

The options are:

OPTION	DESCRIPTION
<i>Copyright Information</i>	When the “Include Text in Each Generated Code File” check box is selected, the text in the specified text file appears as a comment at the top of each generated header (*.h) and program (*.c) file. The text file often contains copyright information.
<i>Application Report</i>	When this check box is selected, RapidPLUS logic is added as a comment before the corresponding code in the generated files.

## Optimization Preferences

This page presents methods for optimizing the code:



The options are:

OPTION	DESCRIPTION
<i>Generate Unused Objects</i>	When selected, the code includes objects that were not used in the application logic.
<i>Generate Unused Modes and Logic</i>	When selected, the code includes (i) modes that are unreachable; (ii) transitions to modes that evaluate to False; and (iii) logic that belongs to conditional statements (if, else), which contain constant objects, that evaluate statically to False.
<i>CRUNCH the Generated Code</i>	CRUNCH is a built-in optimization mechanism that substitutes logic that is repeated in the application with functions. When this check box is selected, CRUNCH optimization is used. See the following section for details.

## CRUNCH

The CRUNCH optimization method reduces the size of the generated code by substituting functions for logic that is repeated in the application. For example, the application may include the following two logic lines anywhere in the application:

```
Integer1 := 5 + Integer2 + Integer3 + UserObject1.IntegerProperty  
Integer5 := Integer2 + Integer3 + UserObject1.IntegerProperty
```

When CRUNCHing the code during code generation, RapidPLUS creates a function that returns the value of the repeated logic (Integer2 + Integer3 + UserObject1.IntegerProperty), effectively turning the logic of the above two lines into:

```
Integer1 := 5 + (call to function Crunch1)  
Integer5 := (call to function Crunch1)
```

The CRUNCH technology is not limited to single-line logic; it applies to logic blocks as well. For example, in an application that includes the following logic blocks:

```
Integer10 := UserObject1.IntegerProperty + Integer7 + 12  
Integer11 := Integer8 + Integer9 - 12  
Integer12 := 19  
and  
Integer10 := UserObject1.IntegerProperty + Integer7 + 12  
Integer11 := Integer8 + Integer9 - 12  
Integer12 := 319
```

CRUNCHing creates a function that returns the value of the repeated logic block, effectively turning the above logic blocks into:

```
Call to function Crunch2  
Integer12 := 19  
and  
Call to function Crunch2  
Integer12 := 319
```

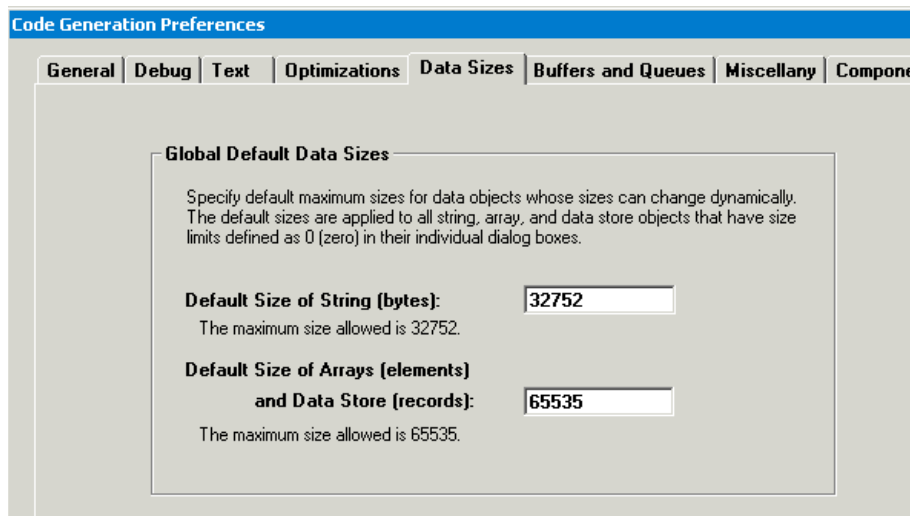
When the CRUNCH technology finds repeated logic, it applies various criteria in order to decide whether CRUNCHing will optimize the application. For example, it would probably be more efficient to leave the following logic lines as they are rather than create and call another function:

```
Integer1 := 10 + 2  
Integer10 := 10 + 2
```

❖ *NOTE: Applying the CRUNCH technology may slow down the code generation process slightly.*

## Data Size Preferences

This page presents global default sizes for data objects whose sizes can change dynamically, i.e., strings, arrays, and data stores:



The specified sizes are applied globally to all string, array, and data store objects that have size limits defined as zero in their individual dialog boxes.

## Buffer and Queue Preferences

This page presents the sizes of internal data structures. The internal data structures presented are four queues and the temporary memory buffer. Next to each queue box is its memory consumption size. The sizes automatically change when you change the queue element numbers.

- ❖ **NOTE:** In *simulation* RapidPLUS, queues are **dynamic** data structures, that is, their sizes change according to need (similar to a program stack). In **embedded** RapidPLUS, the queues are **static** data structures whose sizes are determined by the values specified in this dialog box.

**Code Generation Preferences**

General | Debug | Text | Optimizations | Data Sizes | **Buffers and Queues** | Miscellany | Compon

Specify the maximum size of queue and the buffer. To get the optimum sizes, run the application on the target platform with a call to the Debug API `rpd_GetQueueSize` function.

Queues	No. of Elements	Memory Consumption
User-Generated Events:	<input type="text" value="10"/>	x 14 = 140 bytes
Logic-Generated Events:	<input type="text" value="20"/>	x 28 = 560 bytes
Condition-Only Transitions/Mode activities:	<input type="text" value="20"/>	x 28 = 560 bytes
Triggered Transitions:	<input type="text" value="20"/>	x 14 = 280 bytes

Buffer	
Temporary Memory:	<input type="text" value="256"/> bytes

The queues and temporary memory buffer are described in the following table. You can change the default values in order to optimize RAM resources.

OPTION	DESCRIPTION
<i>User-Generated Events</i>	A queue of user actions generated by user objects. These events can be either exported events or the events generated when a structure is sent to the RapidPLUS application. The actual embedded system event is passed to the generated interface via a generated macro (see p. 3-10). Range: 1 – 2048 elements.
<i>Logic-Generated Events</i>	A queue of events generated from within the RapidPLUS software, such as timer ticks or event object triggers. Range: 0 – 2048 elements.
<i>Condition-Only Transitions/Mode Activities</i>	A queue of transitions and/or mode activities that should be executed in the current cycle. One entry is allocated for each transition/activity. Range: 1 – 2048 elements.

OPTION	DESCRIPTION
<i>Triggered Transitions</i>	A queue of transitions that should be executed. This queue is emptied at each stage of the state machine cycle. (The various stages are described in the <i>Rapid User Manual</i> in Chapter 16, “Sequence of Operations During Transitions” section. Range: 0 – 2048 elements.
<i>Temporary Memory Buffer</i>	<p>A buffer for data that needs to be temporarily stored. Minimum value: 4 bytes; maximum value: 32,767 bytes. The maximum value is bounded by the capacity of the target platform.</p> <p><b>Example:</b></p> <p>Suppose strings A, B, and C are concatenated to produce string D, as in the following logic:</p> <p><b>D := A   B   C</b></p> <p>The following storage operations are performed:</p> <ul style="list-style-type: none"> <li>• The string A B obtained from concatenating A and B is stored in temporary working memory.</li> <li>• The string D obtained from concatenating A B and C is stored in memory permanently allocated for D (since it is a final result).</li> <li>• The temporary working memory used for A B is no longer necessary and hence freed in the next cycle.</li> </ul>

### Specifying Buffer and Queue Sizes

To specify meaningful sizes, you need to know the maximum size these structures can grow to while the application is running on the target platform.

To determine the optimal buffer/queue sizes:

- 1 Set the sizes to large values *for this one time* (to ensure sufficient runtime space). Suggested values: 20 for the queues and 256 for the temporary working memory.
- 2 Generate the code by choosing Code Generator|Generate Code in the Application Manager and clicking Start.



- 3 In your code, make sure that you have included a call to the function *rpd\_GetQueueSize* at the end of the program. (See p. 4-28.)
- 4 Compile your code as well as the RapidPLUS generated code.
- 5 Link (a) your code, (b) the RapidPLUS generated code, and (c) the kernel.
- 6 Load the executable image into your target environment.
- 7 Run the embedded system, fully exercising all RapidPLUS end-user functions.
- 8 Get the return values for the parameters listed below from the function *rpd\_GetQueueSize* and use them in the Buffer Sizes page as follows:

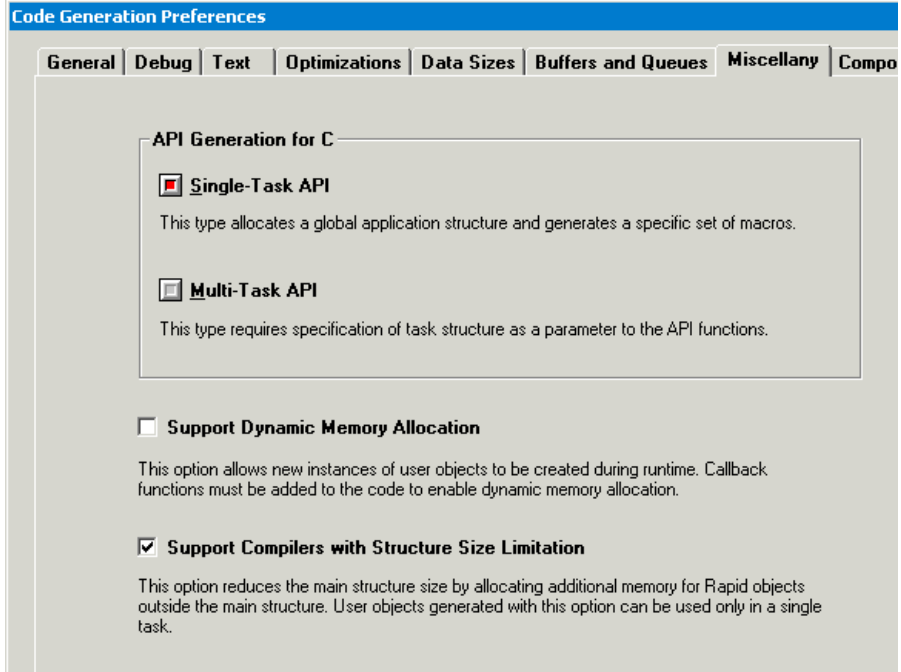
<b>PARAMETER</b>	<b>RETURNS MAX. SIZE REACHED (FOR THE ENTIRE RUN) BY</b>	<b>VALUE TO ENTER IN THE BUFFER SIZES PAGE</b>
<i>eventQSize</i>	User-generated event queue	User generated event queue: <i>eventQSize</i>
<i>genEventQSize</i>	Logic-generated event queue	Logic generated event queue: <i>genEventQSize</i>
<i>COTAMAQSize</i>	Condition-only transition/ mode activity queue	Condition-only transition/ Mode activity queue: <i>COTAMAQSize</i>
<i>doListSize</i>	Event-triggered transition queue	Transition list: <i>doListSize</i>
<i>tempMemSize</i>	Temporary memory	Temporary memory: <i>tempMemSize</i>

- ❖ **NOTES:** *If the sizes specified here are insufficient, the RapidPLUS application generates a runtime error. For an explanation of how the embedded system implements RapidPLUS runtime errors, see “usr\_ErrorFunc” on p. 4-8.*

*When the “Support dynamic memory allocation” option is selected (in the Miscellany tab), temporary memory is allocated dynamically whenever the Temporary memory buffer is not large enough.*

## Miscellaneous Preferences

This page presents various code generation options:



The options are:

OPTION	DESCRIPTION
<i>API Generation</i>	Selects the API generation type, either single-task or multi-task. The default type is single task. For information about these methods, see p. 8-6.

OPTION	DESCRIPTION
<i>Support Dynamic Memory Allocation</i>	When this option is selected, temporary memory is allocated dynamically whenever the pre-allocated temporary memory buffer is not large enough. Callback functions must be added to the code to enable dynamic memory allocation. This option also allows new instances of user objects to be created during runtime. See the following section for details about the effects of this option.
<i>Support Compilers With Structure Size Limitation</i>	Reduces the main structure's size by allocating additional memory for RapidPLUS objects outside the main structure. Projects generated with this option can be used only in a single task.

### Allocating Memory Dynamically (Support Dynamic Memory Allocation Option)

Before you choose the “Support dynamic memory allocation” option, you should understand its effects.

#### *Effects on the Holder Dictionary*

The Holder dictionary is an internal RapidPLUS structure. It is a list of holders in the application and their held object(s).

- **Option Selected**

Memory is allocated as follows: at the beginning of runtime (when *rpd\_PrivInit-MallocTask* is called), no memory is allocated for the holder dictionary. The first time that the *hold:* function is called, memory is dynamically allocated for 10 records (each record contains a holder and a held object). In other words, memory is allocated for the first *hold:* function call and nine more *hold:* function calls.

When the *hold:* function has been called 10 times, the structure of the memory allocation is doubled to 20, the original 10 records are placed in the new 20-record memory structure, and the original memory is released.

The largest structure is kept during runtime. It is released when the API function *rpd\_PrivEnd* is called.

**Memory size:** 0 when runtime begins; variable during runtime, depending on the holder dictionary size. The size of each record is 18 bytes.

- **Option Not Selected**

Memory is preallocated according to the number of holder objects in the application plus the maximum possible size of an array of objects (as defined for the array of objects with the largest array size in its Advanced dialog box).

**Memory size:** 18 bytes × (the number of holder objects in the application plus the maximum possible size of an array of objects). The size of each record is 18 bytes.

***Effects on the Holder Object's holdNew Function***

Selecting the “Support dynamic memory allocation” option affects the API functions that will be used in the C code. For details about the dynamic allocation API for user object holders, see p. 4-15.

- **Option Selected**

Allows for the user object to be allocated dynamically in runtime. When this option is selected, the API function `rpd_PrivInitMallocTask` is used.

For details about this function, see “`rpd_PrivInitMallocTask`” on p. 4-15.

- **Option Not Selected**

When not selected, the API function `rpd_PrivInitTask` is used instead of `rpd_PrivInitMallocTask`. For details about `rpd_PrivInitTask`, see p. 4-5.

***Effects on the Temporary Memory Buffer***

The temporary memory buffer stores data that is used for intermediate calculation results.

- **Option Selected**

First, the preallocated memory is used (as set in the Code Generation Preferences dialog box, Data sizes tab). Then memory is allocated according to the needs of the RapidPLUS state machine. Each time a cycle of the state machine is completed, dynamically allocated memory is released.

**Memory size:** the setting in the Code Generation Preferences dialog box (4–32,767 bytes ) to unlimited.

- **Option Not Selected**

Memory is preallocated according to the value set in the Code Generation Preferences dialog box, Data sizes tab. When the limit is reached, a runtime error (`rtCannot AllocateTempMemory`) will occur.

**Memory size:** range: 4–32,767 bytes.

### *Effects on the Timer Dictionary*

The Timer dictionary is an internal RapidPLUS structure. It is a list of “active timers.” An active timer is a time object that is waiting for a *tick* event. Time objects that can wait for tick events are the timer, stopwatch, timer tick, and SystemTime objects.

- **Option Selected**

Memory is allocated as follows:

At the beginning of runtime, no memory is allocated for the timer dictionary. The first time that an active timer’s start function is called, memory is dynamically allocated for 10 records. Each record contains information about the active timer and required time. Each timer object uses two records; each of the other time objects uses one record. Besides the start function, calls to the restart and startRepeat functions are placed in the Timer dictionary.

When the 10 records have been filled, the structure of the memory allocation is doubled to 20, the original 10 records are placed in the new 20-record memory structure, and the original memory is released.

The largest structure is kept during runtime, even if it becomes empty (because no active timers are present). This structure is released when the application is stopped and the API function `rpd_PrivEnd` is called.

Memory size: 0 when runtime begins; variable during runtime, depending on the holder dictionary size. The size of each record is 16 bytes.

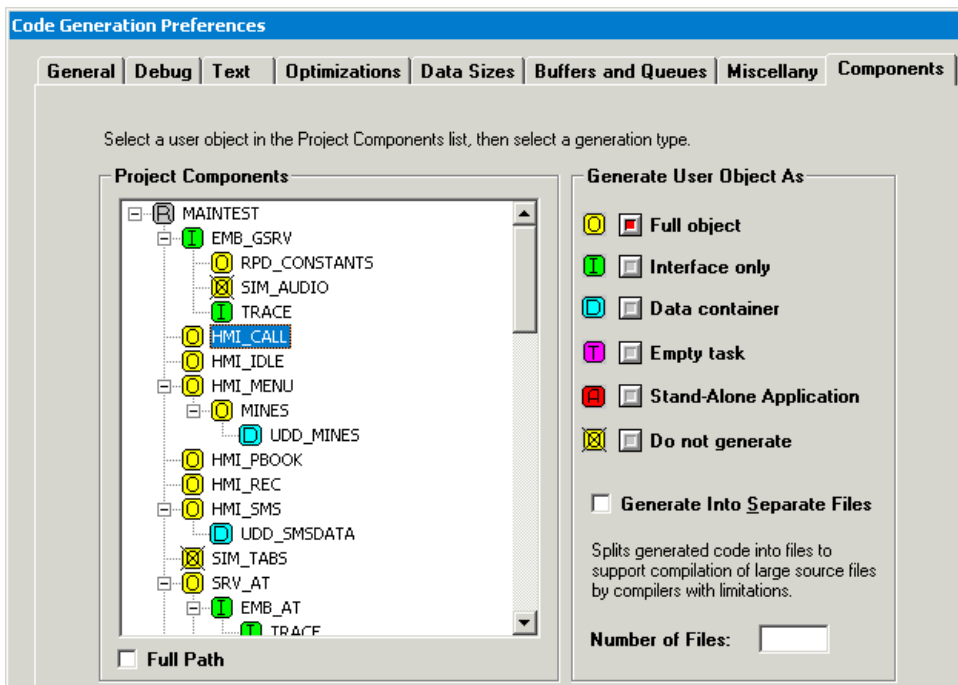
- **Option Not Selected**

Memory is preallocated according to the number of time objects (that is, timer, stopwatch, timer tick, and SystemTime objects) in the application.

**Memory size:** 16 bytes × (the number of stopwatch objects + number of timer tick objects + number of SystemTime objects + [2 × number of timer objects]). The size of each record is 16 bytes.

## Generating Components

This page is used to select the type of code generation for a project's user objects. The following illustration shows the selections for a real project:












The Project Components pane presents a tree of the project's user objects. The main application appears at the top of the tree. By default, the user objects are generated as full objects. To change the generation type, select a user object in the tree, then click one of the "Generate User Object As" buttons.

### Which Generation Type to Select?

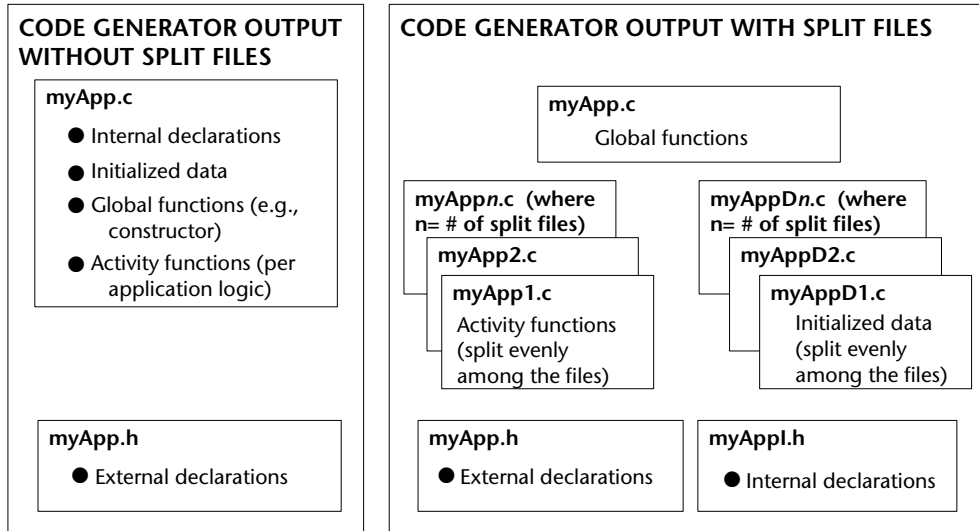
Generating a component as any type other than full object does not change the user object itself. The effect is only on code generation. However, each generation method should be applied only to user objects that were designed to benefit from the particular method. To learn when to generate as interface only or as a data container, refer to the *Methodology Guide: Building Applications for Embedded Systems*. For details about generated interfaces, see Chapter 3: "Interfacing with Generated User Objects." For details about empty tasks, see Chapter 7: "Splitting the RapidPLUS and Graphic Tasks."

The generation types are:

<b>GENERATION TYPE</b>	<b>ICON</b>	<b>DESCRIPTION</b>
<i>Full object</i>		The selected user object is generated in its entirety, that is, the interface, objects, and internal logic are generated.  By default, user objects are generated as full objects.
<i>Interface only</i>		The selected user object is generated with its interface only, that is, its exported properties, exported events, messages, and/or exported functions.
<i>Data container</i>		The selected user object is generated with the data in its message interface only. It applies only to user objects with a message interface, where the message is used solely for storing data that can be shared by different components.
<i>Empty task</i>		The selected user object is generated as a task separate from the main task, but controlled by the main task. It applies only to user objects that contain a graphic display object that must be separated from the main task because of constraints in the embedded system architecture.
<i>Stand-alone application</i>		The selected user object is generated in a task separate from the main task. A user object generated with this option can be used only when the Multitask API is used.
<i>Do not generate</i>		The selected user object is not generated.
<i>Split into separate files</i>	  	Applies only to the main application, user objects generated as full objects, and stand-alone applications. The code files are separated into the number of files specified.  See “Splitting Files” below for more information.

## Splitting Files

Due to compiler restrictions or other constraints, you may find it necessary to split the RapidPLUS-generated `.c` file of the selected component into smaller files. The illustration below shows how the file is split, for an application named `myApp.rpd`.



Keep the following points in mind when you split code files into separate files:

- If your user objects and application have similar names, splitting files may cause name conflicts during code generation. See p. E-3 for an explanation of the code generation error that is reported in the case of such a conflict.
- Depending on the length of your user object or application names, splitting files may result in file names that are longer than eight characters. If your environment does not support long file names, be sure to keep your RapidPLUS application names short.
- When writing your interface files, the only header file that must be included is the external declarations header of the main application (`myApp.h` in the above example).



## GENERATING THE CODE

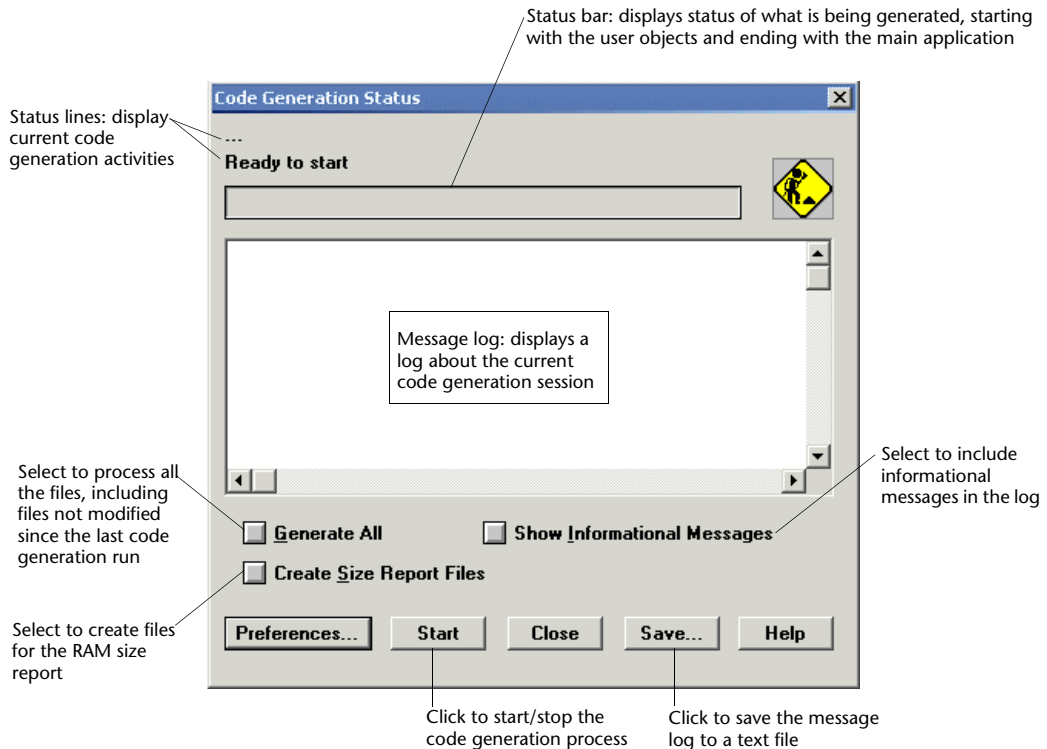
The Code Generation Status dialog box is used to start, stop, and monitor the code generation process.

### Starting Code Generation

Code is generated for the application in its **current state**. If you generate code without first saving the application, you may end up with generated code that does not match the application.

To open the Code Generation Status dialog box:

- 1 In the Application Manager, choose Code Generator|Generate Code:



2 Select any or all of the three check boxes:

OPTION	DESCRIPTION
<i>Generate All</i>	<p>Select to process all the files, including files not modified since the last code generation run.</p> <p>By default, code generation processes only the files that were added or modified since code was last generated for the project. The main application is always included in the generated code, even when no modifications were made directly in it. If no files have been modified, no code will be generated. This default setting can considerably shorten the time required for code generation. To monitor changes in the application files, the Code Generator produces a <i>.cgr</i> file for the main application and for each of the user objects in it.</p> <p><b>This check box must be selected if you change the selected bitmap format DLL</b> (in the graphic display's Advanced dialog box).</p> <p>❖ <i>NOTE: A change in the RapidPLUS version qualifies as a file modification and automatically causes regeneration of all files generated under an earlier RapidPLUS version.</i></p>
<i>Create Size Report Files</i>	<p>Select to create files for the RAM size report. The Code Generator will create the folder <i>Size</i> in the code generation source output folder. In addition, it will create a <i>.c</i> and <i>.h</i> file for each project component, and will place them in the <i>Size</i> folder.</p> <p>The RAM size report, which shows the sizes of the various application components, is a diagnostic tool that helps identify components with excessive sizes. This report is derived from C files that are produced by the Code Generator.</p> <p>For details about the size report, refer to the "RAM Size Report" document in the <i>Rapidxx\Manuals</i> folder.</p>
<i>Show Informational Messages</i>	<p>Select to include informational messages in the log. An example of an informational message is: "Completed reading 2 functions." Warnings and error messages are always displayed as necessary. By default, the code generation log does not show informational messages.</p>

- 3 Click Start. The Code Generator first opens and generates the user objects, one after the other; it then opens and generates the main application. The status line and status bar track each code generation process separately.

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### Tips about naming a project and its components

- Do **not** give a user object the same name as the parent application. Otherwise, the files generated for the RapidPLUS application (*\*.rpd*) will overwrite the files generated for the user object (*\*.udo*).
  - By the same token, do **not** give user objects or the parent application the same name as system files. For example, *String.udo* will generate a *String.h* file, which is also a standard C file. This conflict will cause problems when compiling and linking the executable image.
  - If the Code Generator detects files in the source output folder with the same names as files to be written, the existing files are copied as backups, adding “\$\$” to the file extension. Thus, *myApp.c* is copied to *myApp.c\$\$* and *myApp.h* to *myApp.h\$\$*.
- 
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### Status Line Messages

The status line displays the current code generation activity. It may display any of the following messages (depending on your user object or application). The order below corresponds to that of the code generation process:

STEP	MESSAGE	COMMENTS
1	Processing objects	—
2	Processing modes	—
3	Processing functions	—
4	Processing properties	—
5	Transforming the logic code	From the native RapidPLUS syntax into C.

STEP	MESSAGE	COMMENTS
6	CRUNCHing code	If the CRUNCH option is checked in the Optimizations tab of the Code Generation Preferences dialog box.
7	Removing unnecessary code	If the “Generate unused elements” option is not selected in the Optimizations tab.
8	Writing the C file	The C source code files are written to the folder specified under “Source output directory” in the General tab.
9	Writing the H file	
10	Issuing the command: <command>	Executing the command requested under “Run command” in the General tab.

❖ *NOTE: This message appears only after the main application is generated, and only if there were no code generation errors.*

## Saving Informational Messages

The message log displays a log of the code generation process activities. Warning and error messages also appear as necessary. For information about error, warning, and informational messages, see Chapter E: “Errors, Warnings, and Messages.”

**To save the messages in a text file:**

- 1 Click Save; the Save Code Generation Log opens.
- 2 Specify a location for the *generate.txt* file.

## Stopping the Code Generation Process

You can interrupt the code generation process at any point during the generation session.

**To interrupt the code generation process:**

- 1 Click Stop.
- 2 Click Yes in the message box that asks you to confirm the Stop operation.

When you stop a code generation session, one of the following things happens to the user object or application that was being generated when you clicked Stop:

- If the code generation session has not yet reached the step of writing the user object's or the application's *.c file*, code generation stops immediately and no files are produced for that particular user object or application.
- If the user object's or application's *.c file* is being written, the Code Generator finishes writing the *.c file* and then stops code generation for all subsequent components.

## NONGENERATED ELEMENTS

There are some objects, functions, and properties used by RapidPLUS in the simulation context that are not applicable to embedded systems. Examples of such objects are menu and pipe. An example of such a function is *floodFillAtx:y*: for graphic display objects.

Consequently, such elements—and any actions or triggers dependent on them— are **not** generated. See Appendix C: “Generated and Nongenerated Objects” for a listing of generated objects. Refer to the “Nongenerated Functions” document in the `\Rapidxx\Manuals` folder for a listing of nongenerated functions. During code generation, a warning is displayed in the status area if the Code Generator encounters (and ignores) a nongenerated element.

Some nongenerated elements may play a negligible role in the embedded application. There are others, however, whose absence from your embedded application may render the final product unusable! Where necessary,

nongenerated RapidPLUS elements can be implemented through user objects that are generated as interfaces only. For a full discussion on generated interfaces, see Chapter 3: “Interfacing with Generated User Objects.”

## *Glossary*

<b>active context</b>	When using debug functions, refers to either the main application, or a user object, in which the specified transition or action has been performed.
<b>API</b>	Application Programming Interface. A library of software functions in the embedded kernel which the embedded system integrator can call while building the interface between the embedded system and embedded RapidPLUS.
<b>color palette</b>	A commonly-used method for saving file space when creating 8-bit color images. Instead of each pixel containing its own red, green and blue values, which would require 24 bits, each pixel holds an 8-bit value, which is an index number into the color palette. Changes to the palette affect the whole screen at once and can be used to produce special effects which would be much slower to produce by updating pixels.
<b>constant objects</b>	A class of data objects whose values and/or size cannot be changed dynamically during runtime.
<b>constant set object</b>	A constant object containing a set of integers. It is generated as an enum statement.

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<b>CRUNCH</b>	Code Reduction Under Nice Conditions — Hooray! RapidPLUS optimization technology that reduces the size of the generated code by substituting a function for logic that is repeated within the application.
<b>cycle</b>	One execution loop of the state machine.
<b>device context</b>	A structure constructed for each graphic display object during code generation. The structure describes the hardware device to the embedded graphic display object (EGDO).
<b>driver</b>	A software program that manages a hardware or software component.
<b>dynamic information</b>	Information which may vary during the execution of a program.
<b>EGDO</b>	Embedded graphic display object. A structure constructed during code generation for each graphic display object in the RapidPLUS application.
<b>element</b>	A single piece of information that RapidPLUS needs to track.
<b>embedded kernel</b>	A library which runs the generated RapidPLUS application. It includes the embedded state machine and embedded object library.
<b>embedded object library</b>	The part of the embedded kernel that implements the RapidPLUS object methods.
<b>embedded RapidPLUS</b>	All the RapidPLUS software (i.e., the embedded kernel, the generated code, and the API) in the target environment.
<b>embedded state machine</b>	The part of the embedded kernel that implements the state machine.



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<b>event queue</b>	A data structure for internal RapidPLUS use. It holds either user-generated or logic-generated events that are awaiting execution. In simulation RapidPLUS, it is a dynamic data structure, similar to a program stack. In embedded RapidPLUS, it is a static data structure whose size is determined in the Data sizes tab of the Code Generation Preferences dialog box.
<b>exported property</b>	A number, integer, or string object exported from a user object. It is accessible to both the RapidPLUS application and the embedded system.
<b>external event queue</b>	An event queue holding events generated directly by user actions such as pressing a button or moving a switch position.
<b>format driver</b>	Low-level graphic display library. Its functions serve as a bridge between the high-level abstraction of the GDL and the low-level driver implemented by the integrator.
<b>GDL</b>	Graphic display library. A RapidPLUS-supplied library through which the physical display devices interact with the EGDOs in the RapidPLUS domain. The GDL represents the physical device as an abstract, virtual display.
<b>generated event</b>	An event generated by application logic, independent of user inputs. The triggering of an event object as an activity and a timer tick event are both generated events. Generated events are handled by the event queue and executed in their order of occurrence.
<b>generated interface</b>	A user object whose objects, modes, and internal logic are ignored at code generation. Code is generated only for its interface (that is, its exported events, exported properties, structures, and exported functions).

<b>generated macros</b>	Macros generated in the application's header for each exported event, exported property, and union structure in the application's generated interfaces. They are used to implement the interface with the underlying embedded system.
<b>generated RapidPLUS code</b>	C code output from the Code Generator.
<b>global size</b>	A default maximum size for non-constant RapidPLUS data objects, as set in the Data sizes tab of the Code Generation Preferences dialog box.
<b>header file</b>	A C file ( <i>*.h</i> ) containing a list of defined variables, data structures, and constants that are shared by C program files.
<b>intermediate buffer</b>	A buffer created in an EGDO's device context, used to simulate functionality not directly supported by the low-level driver.
<b>internal event queue</b>	An event queue holding events generated from within the RapidPLUS logic, such as a self-referencing mode activity ( <b>Integer1 changeBy: 1</b> ).
<b>low-level driver</b>	Written by the embedded system integrator, the low-level driver is an abstraction of the physical display device to the GDL.
<b>message queue</b>	A queue of embedded system messages to the RapidPLUS application.
<b>OS</b>	Operating system. The control program for a computer that is responsible for executing user programs and accessing hardware resources.
<b>outstanding generated event</b>	An event generated by RapidPLUS logic (e.g., Pushbutton1 in generated by the activity <b>Pushbutton1 pushIn</b> ) that has not yet triggered the desired transition.
<b>palette</b>	A range of colors used for display and printing.

<b>primitive</b>	A RapidPLUS data object (integer, number, or string) that can be generated as a C primitive. They are generated as long, double, and char [], respectively. To qualify as a primitive, the RapidPLUS data object must be without dependencies in the application.
<b>state machine</b>	RapidPLUS software that evaluates various application elements (such as triggers, transitions, and modes) so that RapidPLUS can properly execute the application's activities and actions.
<b>static information</b>	Stored information that remains constant throughout the execution of a program.
<b>target hardware</b>	Hardware on which the generated RapidPLUS application is designated to run.
<b>task split</b>	<p>Generating source code for graphic operations in a task that is separate from the main task.</p> <p>The main task calls the graphic task when it needs the graphic display object to perform certain functions, and the graphic task controls how the graphic display object performs each function. (Currently applies to graphic tasks only.)</p>
<b>temporary working memory</b>	Memory used for intermediate calculation results.
<b>Unicode</b>	Unicode is a worldwide character encoding standard designed to enable the global interchange of multilingual digital information.
<b>user code</b>	Software code manually written by the embedded system integrator in order to implement the interface between the generated RapidPLUS application and the embedded system.

**user object**

A RapidPLUS application with an interface so that it can be used as an encapsulated object in another RapidPLUS application. To the parent application, the user object is an object like any other RapidPLUS object.

The interface can be comprised of any combination of exported properties, events, unions and/or functions.

## *Installed Code Generation Files*

When you install RapidPLUS CODE, the following subfolders are added to your Rapid working folder:

<b>FOLDER NAME</b>	<b>FOLDER CONTENTS</b>
<i>\cglib</i>	Library files used for various environments.
<i>\CODEGEN</i>	Files specific to code generation (as opposed to prototype development), such as API and embedded kernel files.  Header files used when compiling generated applications.  Library files used when linking compiled files.
<i>\CODEGEN\build</i>	Folders for each porting. Each folder contains batch files. One of these batch files is <i>cc.bat</i> , which includes the compiler flags used for the specific port.

FOLDER NAME	FOLDER CONTENTS
\CODEGEN\dllsrc	<p>The source files for <i>bmp_frm.h</i> in the working folder. This file determines the format of generated bitmap data.</p> <p>There is a separate folder for each of the supplied format driver DLLs: FdCo for the column-oriented DLL, FdRo for the row-oriented DLL, and FdTc for the true-color DLL.</p>
\CODEGEN\drv_exmp	<p>Sample low-level drivers for linking physical display devices to the supplied graphic display library.</p>
\CODEGEN\fdsrc	<p>The source files for the format drivers. There is a separate folder for each of the supplied format drivers: FdCo for the column-oriented format driver, FdRo for the row-oriented format driver, and FdTc for the true-color24 bits-per-pixel format driver.</p>
\CODEGEN\gdsrc	<p>The source files for the graphic display library.</p>
\CODEGEN\Intrface	<p>Examples of the interface layer for Microsoft Windows, MS-DOS, and Sharp Electronics Corporation's ARM devices.</p>
\CODEGEN\sizerep	<p>Sample source files used in producing size reports.</p>

# *Generated and Nongenerated Objects*

Most RapidPLUS objects can be generated to C code; however, some of these objects have functions that cannot be generated. This appendix presents the objects that can be generated. For a list of nongenerated functions, refer to the “Nongenerated Functions” document in the `\Rapidxx\Manuals` folder.

Any logic that includes nongenerated objects or nongenerated functions is ignored during code generation and an appropriate warning is displayed in the Code Generation Status dialog box.

❖ *NOTES: In the RapidPLUS application, you should use graphic objects for simulation purposes only. Encapsulate them in user objects which are generated as interface only. See Chapter 2: “Application Design Guidelines” for a detailed discussion on the role of user objects in the application architecture.*

*The embedded application will most likely **not** perform properly if you receive a code generation warning concerning ignored logic. You should implement a workaround and regenerate the code before attempting to compile and link.*

### List of Generated Objects

- Bitmap and image objects (if the application contains a graphic display object)
- Data objects: all types, except point objects
- Holder objects (if they hold an object or object type that is generatable)
- Constant objects: all types
- Time objects: all types
- Signal objects: event and sound objects
- Display objects: font, graphic display, and text display
- System objects: ASCII objects, SystemDate objects, and SystemTime objects
- Modes as objects (triggers)
- User objects (*.udo*)

These objects can be passed as parameters to exported functions, which are generated as empty functions to be implemented by the embedded system integrator. See Appendix F: “RapidPLUS Object Manipulation Functions” for an explanation of the functions that can be called for these objects when writing the user code that implements the exported functions.

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### More on holders and user function arguments in the embedded environment

In a RapidPLUS application running in the simulation environment, different user objects that have the same interface are interchangeable in a holder. Similarly, user objects with the same interface are interchangeable as arguments of a user function.

❖ *NOTE: For interfaces to be the same, they have to be comprised of the same interface elements, with the same names.*

This logic, however, is **not** supported for an application running in the embedded environment and should not be used in applications intended for code generation. This kind of logic triggers an “Illegal usage” error message during code generation, as explained on p. E-3.

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# Memory Usage

This appendix describes which generated RapidPLUS data is stored in ROM and which is stored in RAM.

## ROM USAGE

The following data can be stored in ROM:

- The embedded state machine: This RapidPLUS-supplied software evaluates triggers (as true or false) based on a combination of user- or system-generated events and/or condition values. Based on a trigger value of true, it executes the transition(s)—including actions—and evaluates modes as active or non-active, performing exit and entry activities as required.
- The embedded object library: This RapidPLUS-supplied software implements the RapidPLUS objects that are supported for code generation. It is optimized so that only those RapidPLUS functions that are actually used in the application logic are linked to the executable file.
- Static data structures: These structures define the application's modes, objects, transitions, conditions, actions, and activities.
- Activity source code: This code contains the actual actions and conditions to be performed by the RapidPLUS application. The code can be optimized by choosing the CRUNCH technology in the Optimizations tab of the Code Generation Preferences dialog box (see p. 10-9).
- Constant objects: Because the values of constant objects do not change dynamically, the code generated for these objects is stored in ROM. For more information on constant objects, see the chapter "Constant Objects" in the *User Manual Supplement*.

## RAM USAGE

The following data must be stored in RAM:

- **RapidPLUS objects:** The status, size, and values of most RapidPLUS objects (see constant objects above) can change dynamically during runtime. Thus, the code generated for all non-constant objects must be stored in RAM.
- **Modes:** Each generated mode requires a small amount of memory to hold information about its state.
- **User object message structures:** All user object message structures are declared in one union and memory is allocated for its largest structure. Only one structure within the union can be active at any one time. In the Object Layout, you choose the memory allocation type for each user object message from the following two options:
  - **Buffer memory allocation by RapidPLUS:** in the generated application, memory is statically allocated in the embedded system to accommodate the union's largest structure.
  - **Pointer memory allocation by embedded system:** the generated application allocates a pointer to the user message object's union of structures in the embedded system. Memory is then allocated for the union by the embedded system whenever a value is being written to one of its structures.
- **User-generated event queue, logic-generated event queue, condition-only transition/mode activity queue, event-triggered transition queue, and temporary working memory:** The sizes of these data structures can be optimized in the Buffers and Queues tab of the Code Generation Preferences dialog box (see p. 10-10).

# *Errors, Warnings, and Messages*

This appendix presents:

- Errors, warnings, and informational messages that may appear when generating code.
- Runtime error messages (by number) that may appear while the embedded application is running on the target platform.

## **GENERATION ERRORS, WARNINGS, AND MESSAGES**

As code is generated, a running log of the code generation process is displayed in the Code Generation Status dialog box. The log includes notification of actual and potential code generation problems. These notices are classified as follows:

- Errors (E): If the Code Generator encounters one of these conditions, the generated code is highly unlikely to compile.
- Warnings (W): These conditions may result in improper application performance and they should be investigated before compiling and linking the code.
- Informational messages (I): These notices are primarily informational, although some of them may indicate application bugs which should be corrected.

## Errors (E)

ERROR MESSAGE	REMARKS
<i>Code generation aborted by user.</i>	Appears if you clicked the Stop button in the Code Generation Status dialog box while code generation was in process.
<i>Cannot generate a User Object with the same name as the application.</i>	<p>The application source code files have overwritten the user object's source code files. The application will not compile.</p> <p>❖ <i>NOTE: In RapidPLUS, a user object can have the same name as an application; in C, they cannot have the same name.</i></p>
<i>Error reading user code in existing C file.</i>	The source code file has already been generated once and the Code Generator is trying to reconstruct its user code areas. One or more comment lines that mark the beginnings and ends of user code areas are no longer recognizable.
<i>Error recognizing the line &lt;Rapid source code&gt;</i>	<p>The RapidPLUS application contains an invalid logic line.</p> <p>Reverify the logic, then generate code again. If the error re-occurs, please send your application to e-SIM Technical Support.</p>
<i>Size of object: &lt;object name&gt; is more than 2 gigabytes. Check the object's size limit in its Advanced dialog box.</i>	<p>The calculated size (required for memory allocation purposes) of the named object is too large.</p> <p>This error could occur, for example, with a data store of large maximum size that has string fields of large maximum lengths. A size of "1" is assigned to the object and the compiled code will not run properly.</p> <p>Redefine the object size in RapidPLUS, and then generate code again.</p>

ERROR MESSAGE	REMARKS
<i>Identifier conflict: &lt;A&gt; and &lt;B&gt;</i>	<p>The first 31 characters in the generated name are the the same for &lt;A&gt; and &lt;B&gt;.</p> <p>Change one of the names in RapidPLUS, and then generate code again.</p>
<i>Illegal usage: Mixing of types &lt;type1&gt; and &lt;type2&gt;</i>	<p>Different user objects with the same interface have been interchanged in a holder or user function argument. See “More on holders and user function arguments in the embedded environment” on p. C-2 for more details.</p>
<i>A transition without destination mode has been found.</i>	<p>This condition is usually the result of pasting modes between applications.</p> <p>Reverify the logic, then generate code again. If the error re-occurs, please send your application to e-SIM Technical Support.</p>
<i>File: &lt;fileName&gt; is Read Only</i>	<p>The Code Generator is trying to overwrite a file which is read-only.</p>
<i>File: &lt;fileName&gt; has already been generated</i>	<p>Appears if generation of split files produces multiple files with the same name.</p> <p>For example, you may have an application named <i>abc.rpd</i> and a user object named <i>abc1.udo</i>. If you generate split files for <i>abc.rpd</i>, the name of the first split file will be <i>abc1.c</i> and will overwrite the <i>.c</i> file already created for <i>abc1.udo</i>.</p>
<i>File Error: &lt;fileName&gt;: &lt;operating system message&gt;</i>	<p>A file write error has occurred.</p>
<i>Font &lt;fontName&gt; is not available</i>	<p>The RapidPLUS application contains a font that is not available in the current Windows font set.</p> <p>Change the font in the RapidPLUS application, or install the missing font, and then generate code again.</p>

<b>ERROR MESSAGE</b>	<b>REMARKS</b>
<i>Linked file &lt;fileName&gt; is not found</i>	<p>Bitmap or image object cannot be generated because its linked file is not found. Verify the location of the linked file, and then generate code again.</p>
<i>Cannot convert RapidBitmap to RapidImage</i>	<p>May occur when producing code from an application built in a version earlier than RapidPLUS 7.0. Before 7.0, a bitmap object could be called in place of an image object in image arrays, image holders and as function parameters. From version 7.0, bitmap objects can no longer be used in place of image objects.</p> <p>Reverify the logic, then generate code again. The illegal cases of conversion of bitmap objects to image objects are commented out.</p>
<i>Object Array: &lt;array name&gt; has a non-generated object</i>	<p>May occur when an array of objects has a generable type, but one or more of the initial elements are non-generable.</p> <p>For example, ObjectArray's default is defined as a font object of a type that is supported by the Windows installed, but one of its elements is another Font object, whose font is not installed.</p> <p>As a result, the generated constant initializer of the array cannot be compiled.</p>
<i>&lt;Function name&gt; must return a value</i>	<p>May occur when generating a component as a Full Object. The function's return type is not "void" (for example it was declared as a RapidInteger), but the return statement is missing. Probably, the return statement refers to a non-generable object or function.</p>

## Warnings (W)

WARNING MESSAGE	REMARKS
<i>Internal Rapid Error</i>	<p>Depending on the error encountered, your application may not perform properly on the target platform.</p> <p>Reverify the logic, then generate code again. If the error re-occurs, please send your application to e-SIM Technical Support.</p>
<i>&lt;filename&gt; is the name of a standard C file. This may cause conflicts while trying to compile this file.</i>	<p>You should not give your application or user objects the same names as standard C files (such as <i>string.udo</i>, which will generate a file <i>string.h</i>—a standard C file).</p>
<i>&lt;filename&gt; is the name of a Rapid internal object C file. This may cause conflicts while trying to compile this file.</i>	<p>You should not name your application or user objects with the same names as internal object C files (such as <i>Cinteger.udo</i>, which will generate a file <i>Cinteger.h</i>—an internal object C file).</p>
<p><i>Function: &lt;functionName&gt; is not supported.</i></p> <p><i>or</i></p> <p><i>Object: &lt;objectName&gt; is not supported</i></p> <p><i>or</i></p> <p><i>Property: &lt;propertyName&gt; is not supported</i></p>	<p>A logic line has been encountered that includes a function, object, or property that is not supported for code generation (see Appendix C: “Generated and Nongenerated Objects” or the “Nongenerated Functions” document in the <code>\\Rapidxx\Manuals</code> folder) No code is generated for this line.</p>
<i>Removing unnecessary user function &lt;user functionName&gt;</i>	<p>A function is not generated if:</p> <ul style="list-style-type: none"> <li>• It is unexported <b>and</b> unreferenced by the application or user object.</li> <li>• It contains a parameter that cannot be generated (such as an unsupported object).</li> </ul>

WARNING MESSAGE	REMARKS
<i>Structure &lt;structureName&gt; is empty</i>	<p>A structure has been encountered that has no fields and a “dummy” field has been added in the generated code to avoid compilation errors.</p> <p>Since empty structures are supposed to be blocked in RapidPLUS, we recommend that you send this application to e-SIM Technical Support.</p>
<i>Subroutine &lt;function name&gt; contains an invalid parameter</i>	<p>The RapidPLUS application contains a user-defined function with a parameter type that is not supported by the C Code Generator. As a result, the generated application behaves differently from the RapidPLUS application.</p> <p>Fix the user function in the application, then generate code again.</p>
<i>Else without If statement</i>	<p>The RapidPLUS application contains an Else without If statement.</p> <p>Fix the application logic, and then generate code again.</p>
<i>Dangling Else Statement</i>	<p>Same as above.</p>
<i>For statement is empty</i>	<p>The RapidPLUS application contains an empty For statement.</p> <p>Fix the application logic, and then generate code again.</p>
<i>Application contains blank lines of logic</i>	<p>The RapidPLUS application contains a blank line(s) of logic.</p> <p>Delete the line(s) from the application, and then generate code again.</p>
<i>User function contains unreachable code</i>	<p>The function contains code that follows a return statement.</p>
<i>A loop contains unreachable code</i>	<p>The loop contains code that follows a break or continue statement.</p>



<b>WARNING MESSAGE</b>	<b>REMARKS</b>
<i>Missing While Block</i>	A While statement is not followed by indented code.
<i>Missing Block</i>	Code is missing that should follow an If, Else, For or While statement. Reverify logic to find the exact location of the problem.

## Informational Messages (I)

<b>MESSAGE</b>	<b>REMARKS</b>
<i>Ignoring the unreachable mode &lt;modeName&gt;</i>	These messages will only appear if the “Generate unused elements” option in the Optimizations tab of the Code Generation Preferences dialog box is unchecked.
<i>Ignoring the unreferenced object &lt;objectName&gt;</i>	This message appears for every object that is not used in the logic— if the “Generate unused elements” option in the Optimizations tab of the Code Generation Preferences dialog box is unchecked.
<i>Removing the unnecessary &lt;entry/ exit/mode/transition&gt; activity from mode &lt;modeName&gt;</i>	A logic line which was commented out in the Logic Editor is not being generated.
<i>Issued the command: &lt;command&gt;</i>	The command specified in the General tab of the Code Generation Preferences dialog box has been executed.
<i>&lt;fileName.c/.h&gt; will be backed up as &lt;fileName.c\$\$/.h\$\$&gt;</i>	When generating code in a folder that already contains output files of the same name, the existing output files are backed up by adding two dollar signs to the file extension.

## RUNTIME ERRORS

The *usr\_ErrorFunc* (see p. 4-8) callback function is registered in the embedded RapidPLUS kernel by the *rpd\_PrivInitTask* function (see p. 4-5) at system startup. Whenever the embedded RapidPLUS application encounters one of the following runtime errors, the error number and error type are passed as parameters to the *usr\_PrivErrorFunc* function. The runtime errors are defined in the *c\_defs.h* file.

ERROR DEFINE	NUM.	TYPE	REMARKS
<i>rtCannot Allocate-TempMemory</i>	15	0	There is not enough allocated space for the temporary memory.  In the Code Generation Preferences dialog box, Buffers and Queues tab, increase the "Temporary memory (bytes)" value, then generate the code again, compile, and run it. Repeat until the error disappears.
<i>rtEventQueue-Overflowed</i>	35	0	There are too many events in one or more internal queues.  First, determine which queue size(s) needs to be increased using the <i>rpd_GetQueueSize</i> function (see instructions on p. 10-12). Then in the Code Generation Preferences dialog box, Buffers and Queues tab, increase the appropriate event queue(s), then generate the code again, compile, and run it. Repeat until the error disappears.
<i>rtDivisionByZero</i>	200	1	A division by zero error has occurred.
<i>rtWrongFormat</i>	201	1	The argument of the <i>formattedAs</i> : function has produced an unrecognizable integer or number format.
<i>rtIndexOutOfBounds</i>	202	1	The array or data store index is either less than 1 or greater than the number of elements or records.

<b>ERROR DEFINE</b>	<b>NUM.</b>	<b>TYPE</b>	<b>REMARKS</b>
<i>rtCantIncArrSizeLimit</i>	203	1	Attempt to set an array size that exceeds its maximum size.
<i>rtParamForArrSize</i>	204	1	A negative integer was used to specify the increase in the array size. To determine the increase in the size of an array, only use positive integers.
<i>rtDSDifferNumOfFields</i>	206	1	When assigning, appending, inserting, or overwriting a data store with another, their structure (number of fields and field types) must be identical
<i>rtDSDiffTypeOfFields</i>	207	1	
<i>rtStrLimSizeExceeded</i>	208	1	Attempt to assign a string that exceeds the string object's maximum size.
<i>rtHolderIsEmpty</i>	209	1	The logic cannot be performed because the holder or object array element is empty.
<i>rtObjArrElemIsEmpty</i>	210	1	
<i>rtASCIIValueNot1_255</i>	211		The result of the string function <i>changeASCIIBy:at:</i> is less than 1 or greater than 255.
<i>rtCantActivateStruc</i>	212	1	In a user message object, you cannot assign a value to or send a structure when another structure is active.
<i>rtStrucIsNotActive</i>	213	1	In a user message object, the send function is being called for a structure that isn't active.
<i>rtNonGenCondition</i>	214	1	No code is generated for the condition used to trigger a transition.
<i>rtNoDefChild</i>	217	1	In the embedded system, no default mode is defined from the parent mode.

<b>ERROR DEFINE</b>	<b>NUM.</b>	<b>TYPE</b>	<b>REMARKS</b>
<i>rtValueUnderflow</i>	220	1	The string object's <i>asInteger</i> function returns a negative value that is too low.
<i>rtValueOverflow</i>	221	1	The string object's <i>asInteger</i> function returns a positive value that is too high.
<i>rtArgumentNotIn-Domain</i>	222		An invalid mathematical argument was attempted. Revise the RapidPLUS application to prevent this invalid calculation.
<i>rtWrongCGVersion</i>	223	1	<p>When compiling the embedded kernel library, a version number is written to <i>cversion.h</i> in the \CODEGEN folder.</p> <p>At code generation, the Code Generator looks for the version number in \CODEGEN\<i>cversion.h</i> and places it in the generated code. If it cannot find the file (because, for example, the path to \CODEGEN in the <i>Rapidxx.ini</i> file is incorrect), it writes a meaningless version number in the code.</p> <p>This error occurs if, at initialization of the embedded application, the version number in the generated code differs from the number in the library. You can continue, but the results are unpredictable.</p>
<i>rtIncompatibleArray</i>	224	1	An attempt to assign an array to another array, with a different number of dimensions.

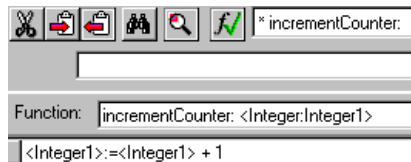
<b>ERROR DEFINE</b>	<b>NUM.</b>	<b>TYPE</b>	<b>REMARKS</b>
<i>rtNoSupportInDriver</i>	225	1	An attempt to use a writing mode in the GDL that is not supported by the driver (as determined by the setting in the graphic display's Advanced dialog box)
<i>rtNoIBinGDO</i>	226	1	You are calling a function which requires an intermediate buffer (such as <i>EGDO_updateOnRequest</i> )—but no intermediate buffer is defined for the graphic display.
<i>rtCharOutOfRange</i>	227	1	A character in the string being parsed is not within the font object's valid range.
<i>rtNoFontInEGDO</i>	228	1	You are calling <i>EGDO_draw-Text_At_x_y_</i> without having assigned a font to the graphic display.
<i>rtSamePriority</i>	229	1	When setting sorting priority for a data store field or a two-dimensional array, two or more priorities are the same.
<i>rtWrongUDD-MethodCall</i>	230	1	The functions <i>send</i> or <i>is active</i> are used with a User Object structure, while the user object is generated as a data container.
<i>rtUnsupported-LanguagePage</i>	231	1	The Language object's <i>set:</i> function is called with an incorrect parameter.
<i>rtArrayHolderIsEmpty</i>	233	1	The logic cannot be performed because the holder of arrays is empty.

<b>ERROR DEFINE</b>	<b>NUM.</b>	<b>TYPE</b>	<b>REMARKS</b>
<i>rtArrayIsNotHolder</i>	234	1	<p>One or more of the functions <i>hold:</i>, <i>clearHolder</i> or <i>is holderEmpty</i> is called for an Array object that was not defined as an array holder.</p> <p>(This situation may happen when an array is passed as a user function's argument).</p>
<i>rtDataStoreHolder-IsEmpty</i>	235	1	<p>The logic cannot be performed because the holder of data stores is empty.</p>
<i>rtDataStoreIsNot-Holder</i>	236	1	<p>One or more of the functions <i>hold:</i>, <i>clearHolder</i> or <i>is holderEmpty</i> is called for a data store object that was not defined as a data store holder.</p> <p>(This situation may happen when a data store is passed as a user function's argument).</p>

# *RapidPLUS Object Manipulation Functions*

This appendix describes the functions available to the embedded system integrator for manipulating RapidPLUS objects that are passed as parameters by exported functions.

When a user object has been generated as interface only, its exported functions (generated as empty functions) have to be implemented. For example, a user object named MYOBJECT may have an exported function that looks as follows in the Function Editor:



In the user object's generated .c file, the function looks as follows:

```
void MYOBJECT_R3245_incrementCounter_ ( pMYOBJECT      udo,
                                       RapidInteger*  Parm_Integer1)
{
  /***** RapidUserCode BEGIN MYOBJECT_incrementCounter_ *****/
  /***** RapidUserCode END   MYOBJECT_incrementCounter_ *****/
}
```

Using the integer object manipulation functions (see p. F-10), the exported function would be implemented in the user code area as follows:

```

/***** RapidUserCode BEGIN MYOBJECT_incrementCounter_ *****/
RapidInteger_set (Parm_Integer1, RapidInteger_get (Parm_Integer1)+1);
/***** RapidUserCode END MYOBJECT_incrementCounter_ *****/
    
```

## OBJECT MANIPULATION FUNCTIONS AT A GLANCE

The table below lists the RapidPLUS functions that have equivalent object manipulation functions.

❖ *NOTE: These functions can also be implemented as macros.*

OBJECTS	PROPERTY	FUNCTIONS	PAGE
Arrays (integer, number, string)	[]	Get and set element values	p. F-6
Integer, number, string objects	self	Get and set values	p. F-10
Date	day month year	Get and set values	p. F-11
Time	hour minute seconds	Get and set values	p. F-12
Timer	self       count initialCount	start restart startRepeat stop resetCount/resetInitialCount is running  get value get/set value resetValue	p. F-13



<b>OBJECTS</b>	<b>PROPERTY</b>	<b>FUNCTIONS</b>	<b>PAGE</b>
Stopwatch	self	start restart reset stop	p. F-16
	time	is running get/set value resetValue	
Event	self	trigger	p. F-18
Bitmap	self	height width	p. F-19
Image	self	fromHandle height reset width	p. F-20
Font	self	countSubStrOf... height maxWidth stringWidth: subStrOf...	p. F-22
Graphic display	self & buffer	attributeSetNormal attributeSetReverse attributeSetXOR clearAreaAt... clearDisplay clearDisplayUsingColor: drawArc... drawBitmapAt... drawBitmap:atx:y:Transparent... drawCircleAt... drawEllipseAt... drawFilledCircleAt... drawFilledEllipseAt... drawFilledRecAt... drawLineFrom:to: drawPixelAt... drawRecAt... drawTextAt... drawTransparentText:atx:y:	p. F-25

OBJECTS	PROPERTY	FUNCTIONS	PAGE
Graphic display (cont.)	self & buffer (cont.)	dump: font fontHeight fontSet fontStringWidth: getBackgroundColor getDrawColor getHeight getPixelColorAtxy: getWidth is normalAttribute is reverseAttribute is updateOnRequest is XORAttribute lineTox:y: moveTox:y:  resetPalette restoreArea restoreAreaAt: restoreAreaAt:From: restoreArea:From: restoreStatus restoreStatusFrom:  reverseFrom...  saveArea: saveArea:in: saveStatus saveStatusIn:  setBackgroundColor: setDrawColor  setPaletteIndex:toRed:green:blue:  update updateAll updateImmediately updateOnRequest  updatePalette	
	<i>reset and restore functions apply to the self property only</i>		
	<i>save functions apply to the self property only</i>		
	<i>self property only</i>		
	<i>self property only</i>		

<b>OBJECTS</b>	<b>PROPERTY</b>	<b>FUNCTIONS</b>	<b>PAGE</b>
Graphic display (cont.)	buffer only	copyAreaOfBuffer:x:y:width:... copyBuffer:toBuffer:atX:atY: copyStatusOfBuffer:toBuffer: getClipRectHeightForBuffer: getClipRectPosXForBuffer: getClipRectPosXOnGDOFor... getClipRectPosYForBuffer: getClipRectPosYOnGDOFor... getClipRectWidthForBuffer: getNumberOfBuffers setClipRectPositionOnGDOto... setClipRectPosX:posY:forBuffer: setClipRectSizeWidth:height:... setClipRectx:y:width:height: setDisplayBuffer	p. F-55

## ARRAYS: INTEGER

Defined in *cintarray.h*.

### Get integer array element

Returns the value of a specific integer array element.

#### Syntax

The syntax depends on the number of dimensions (from 1–7):

```
RLONG IAEl_get1 (const IA intArray, RINT index);
RLONG IAEl_get2 (const IA intArray, RINT index1, RINT index2);
-
-
RLONG IAEl_get7 (const IA intArray, RINT index1, RINT index2,
RINT index3, RINT index4, RINT index5, RINT index6, RINT index7);
```

#### Parameters

*intArray*                      Identifies the integer array.  
*index, index 1, etc.*      An integer, which indicates the array element to get.

#### RapidPLUS Function Equivalent

**IntegerArray** [<index>] (for a one-dimensional array)  
**IntegerArray1** [<index1>, <index2>, <index3>] (for a three-dimensional array)

### Set integer array element

Assigns a value to a specific integer array element.

#### Syntax

The syntax depends on the number of dimensions (from 1–7):

```
RBOOL IAEl_set1 (IA intArray, RINT index, RLONG value);
RBOOL IAEl_set2 (IA intArray, RINT index1, RINT index2, RLONG value);
-
-
RBOOL IAEl_set7 (IA intArray, RINT index1, RINT index2, RINT index3,
RINT index4, RINT index5, RINT index6, RINT index7, RLONG value);
```

**Parameters**

<i>intArray</i>	Identifies the integer array.
<i>index, index 1, etc.</i>	An integer, which indicates the array element to get.
<i>value</i>	The value to be assigned to the element.

**Return Value**

RTRUE, if the specified element changed; otherwise, RFALSE.

**RapidPLUS Function Equivalent**

**IntegerArray** [<index>] := <integer> (for a one-dimensional array)

**IntegerArray1** [<index1>, <index2>, <index3>] := <integer> (for a three-dimensional array)

**ARRAYS: NUMBER**

Defined in *cnumarry.h*.

**Get number array element**

Returns the value of a specific number array element.

**Syntax**

The syntax depends on the number of dimensions (from 1–7):

```
RFLOAT NAE1_get1 (const NA numArray, RINT index);
RFLOAT NAE1_get2 (const NA numArray, RINT index1, RINT index2);
-
RFLOAT NAE1_get7 (const NA numArray, RINT index1, RINT index2,
RINT index3, RINT index4, RINT index5, RINT index6, RINT index7);
```

**Parameters**

<i>numArray</i>	Identifies the number array.
<i>index, index 1, etc.</i>	An integer, which indicates the array element to get.

**RapidPLUS Function Equivalent**

**NumberArray** [<index>] (for a one-dimensional array)

**NumberArray1** [<index1>, <index2>] (for a two-dimensional array)

## Set number array element

Assigns a value to a specific number array element.

### Syntax

The syntax depends on the number of dimensions (from 1–7):

```
RBOOL NAE1_set1 (NA numArray, RINT index, RFLOAT value);
RBOOL NAE1_set2 (NA numArray, RINT index1, RINT index2, RFLOAT value);
-
-
RBOOL NAE1_set7 (NA numArray, RINT index1, RINT index2, RINT index3,
RINT index4, RINT index5, RINT index6, RINT index7, RFLOAT value);
```

### Parameters

<i>numArray</i>	Identifies the number array.
<i>index, index 1, etc.</i>	An integer, which indicates the array element to get.
<i>value</i>	The value to be assigned to the element.

### RapidPLUS Function Equivalent

```
NumberArray [<index>] := <number> (for a one-dimensional array)
NumberArray1 [<index1>,<index2>] := <integer> (for a two-dimensional array)
```

## ARRAYS: STRING

Defined in *cstrarray.h*.

## Get string array element

Returns a pointer to the value of a specific string array element.

### Syntax

The syntax depends on the number of dimensions (from 1–7):

```
RCHAR *SAE1_get1 (SA strArray, RINT index);
RCHAR *SAE1_get2 (SA strArray, RINT index1, RINT index2);
-
-
RCHAR *SAE1_get7 (SA strArray, RINT index1, RINT index2,
RINT index3, RINT index4, RINT index5, RINT index6, RINT index7);
```

**Parameters**

*strArray* Identifies the string array.

*index, index 1, etc.* An integer, which indicates the array element to get.

**RapidPLUS Function Equivalent**

**StringArray** [<index>] (for a one-dimensional array)

**StringArray1** [<index1>, <index2>, <index3>] (for a three-dimensional array)

**Set string array element**

Assigns a value to a specific string array element.

**Syntax**

The syntax depends on the number of dimensions (from 1–7):

```
RBOOL SAE1_set1 (SA strArray, RINT index, const RCHAR *str);
RBOOL SAE1_set2 (SA strArray, RINT index1, RINT index2, const
RCHAR *str);
-
-
RBOOL SAE1_set7 (SA strArray, RINT index1, RINT index2, RINT index3,
RINT index4, RINT index5, RINT index6, RINT index7, const RCHAR
*str);
```

**Parameters**

*strArray* Identifies the string array.

*index, index 1, etc.* An integer, which indicates the array element to get.

*str* A pointer to the value to be assigned to the element.

**RapidPLUS Function Equivalent**

**StringArray** [<index>] := <string> (for a one-dimensional array)

**StringArray1** [<index1>, <index2>, <index3>] := <string> (for a three-dimensional array)

## INTEGER, NUMBER, AND STRING OBJECTS

Defined in *cinteger.h*, *cnumber.h*, and *c\_str.h*.

### Get integer/number/string value

Returns the value of the integer, number or string object.

#### Syntax

```
RLONG RapidInteger_get (RapidInteger *intgr );  
RFLOAT RapidNumber_get (RapidNumber *number);  
pchar RapidString_get (RapidString *str );
```

#### Parameters

<i>intgr</i>	A pointer to the integer object.
<i>number</i>	A pointer to the number object.
<i>str</i>	A pointer to the string object.

#### RapidPLUS Function Equivalent

<x> := Integer1

### Set integer/number/string value

Sets the value of the integer/number/string object.

#### Syntax

```
void RapidInteger_set (RapidInteger *intgr, const RLONG value);  
void RapidNumber_set (RapidNumber *number, const RFLOAT value);  
void RapidString_set (RapidString *str, pchar str1 );
```

#### Parameters

<i>intgr</i>	A pointer to the integer object.
<i>value</i>	An integer to assign to the object.
<i>number</i>	A pointer to the number object.
<i>value</i>	A float value to assign to the object.
<i>str</i>	A pointer to the string object.
<i>str1</i>	A string to assign to the object.

#### RapidPLUS Function Equivalent

Number1 := <number>  
String1 := <string>



## DATE OBJECT

Defined in *cdatob.h*.

### Get day/month/year value

Returns the value of the date object's *day*, *month* or *year* property.

#### Syntax

```
RLONG RapidDate_get_day (RapidDate *date);  
RLONG RapidDate_get_month(RapidDate *date);  
RLONG RapidDate_get_year (RapidDate *date);
```

#### Parameter

*date*                    A pointer to the RapidPLUS date object.

#### RapidPLUS Function Equivalent

```
<x> := DateObject.year
```

### Set day/month/year value

Assigns a value to the date object's *day*, *month* or *year* property.

#### Syntax

```
void RapidDate_set_day (RapidDate *date, RLONG val);  
void RapidDate_set_month(RapidDate *date, RLONG val);  
void RapidDate_set_year (RapidDate *date, RLONG val);
```

#### Parameters

*date*                    A pointer to the RapidPLUS date object.

*val*                      An integer to assign to the property.

#### RapidPLUS Function Equivalent

```
DateObject.day := <integer>  
DateObject.month := <integer>
```

## TIME OBJECT

Defined in *ctimob.h*.

### Get hours/minutes/seconds value

Returns the value of the time object's *hours*, *minutes* or *seconds* property.

#### Syntax

```
RLONG RapidTime_get_hours   (RapidTime *time);  
RLONG RapidTime_get_minutes (RapidTime *time);  
RLONG RapidTime_get_seconds (RapidTime *time);
```

#### Parameter

*time*                    A pointer to the RapidPLUS time object.

#### RapidPLUS Function Equivalent

<x> := TimeObject.hours

### Set hours/minutes/seconds value

Assigns a value to the time object's *hours*, *minutes* or *seconds* property.

#### Syntax

```
void RapidTime_set_hours   (RapidTime *time, RLONG val);  
void RapidTime_set_minutes (RapidTime *time, RLONG val);  
void RapidTime_set_seconds (RapidTime *time, RLONG val);
```

#### Parameters

*time*                    A pointer to the RapidPLUS time object.

*val*                      An integer to assign to the property.

#### RapidPLUS Function Equivalent

TimeObject.minutes := <integer>

## TIMER OBJECT

Defined in *c\_timer.h*.

### start

Starts the timer object at its current *count* value.

#### Syntax

```
void RTimer_start (RapidTimer *timer);
```

#### Parameter

*timer*                    A pointer to the RapidPLUS timer object.

#### RapidPLUS Function Equivalent

TimerObject start

### restart

Starts the timer object at its *initialCount* value.

#### Syntax

```
void RTimer_restart (RapidTimer *timer);
```

#### Parameter

*timer*                    A pointer to the RapidPLUS timer object.

#### RapidPLUS Function Equivalent

TimerObject restart

### startRepeat

Starts the timer object at its current *count* value. When the timer reaches zero, it begins again at the *initialCount* value.

#### Syntax

```
void RTimer_startRepeat (RapidTimer *timer);
```

#### Parameter

*timer*                    A pointer to the RapidPLUS timer object.

#### RapidPLUS Function Equivalent

TimerObject startRepeat

## stop

Freezes the timer object at its current *count* value.

### Syntax

```
void RTimer_stop (RapidTimer *timer);
```

### Parameter

*timer*                    A pointer to the RapidPLUS timer object.

### RapidPLUS Function Equivalent

TimerObject stop

## resetCount/resetInitialCount

Resets the value of the timer object's *count* or *initialCount* property to the initially defined value and stops the timer (if it's running).

### Syntax

```
void RTimer_resetCount                    (RapidTimer *timer);  
void RTimer_resetInitialCount (RapidTimer *timer);
```

### Parameter

*timer*                    A pointer to the RapidPLUS timer object.

### RapidPLUS Function Equivalents

TimerObject resetCount  
TimerObject resetInitialCount

## is running

Checks if the timer object is running. Returns TRUE if it's running.

### Syntax

```
RBOOL RTimer_isrunning(RapidTimer *timer);
```

### Parameter

*timer*                    A pointer to the RapidPLUS timer object.

### RapidPLUS Function Equivalent

& TimerObject is running

## Get count/initialCount value

Returns the value of the timer object's *count* or *initialCount* property.

### Syntax

```
RLONG RTimer_get_count      (RapidTimer *timer);  
RLONG RTimer_get_initialCount (RapidTimer *timer);
```

### Parameter

*timer*                    A pointer to the RapidPLUS timer object.

### RapidPLUS Function Equivalent

<x> := TimerObject.count

## Set initialCount value

Sets the value of the timer object's *initialCount* property.

### Syntax

```
void RTimer_set_initialCount (RapidTimer *timer, RLONG val);
```

### Parameters

*timer*                    A pointer to the RapidPLUS timer object.

*val*                      An integer to assign to the property.

### RapidPLUS Function Equivalent

TimerObject.initialCount := <integer>

## Reset initialCount value

Resets the value of the timer object's *initialCount* property to its initially defined value. It does **not** stop the timer (if it's running).

### Syntax

```
void RTimer_resetValue_initialCount (RapidTimer *timer);
```

### Parameters

*timer*                    A pointer to the RapidPLUS timer object.

### RapidPLUS Function Equivalent

TimerObject.initialCount resetValue

## STOPWATCH OBJECT

Defined in *cstopwtc.h*.

### start

Starts the stopwatch object at its current *time* value.

#### Syntax

```
void Stopwatch_start (Stopwatch *stwch);
```

#### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

#### RapidPLUS Function Equivalent

StopwatchObject start

### restart

Starts the stopwatch object at zero.

#### Syntax

```
void Stopwatch_restart (Stopwatch *stwch);
```

#### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

#### RapidPLUS Function Equivalent

StopwatchObject restart

### reset

Resets the value of the stopwatch object's *time* property to zero, and stops the stopwatch (if it's running).

#### Syntax

```
void Stopwatch_reset (Stopwatch *stwch);
```

#### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

#### RapidPLUS Function Equivalent

StopwatchObject reset

## stop

Freezes the stopwatch object at its current *time* value.

### Syntax

```
void Stopwatch_stop (Stopwatch *stwch);
```

### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

### RapidPLUS Function Equivalent

`StopwatchObject stop`

## is running

Checks if the stopwatch object is running. Returns TRUE if it's running.

### Syntax

```
RBOOL Stopwatch_isrunning (Stopwatch *stwch);
```

### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

### RapidPLUS Function Equivalent

`& StopwatchObject is running`

## Get time value

Returns the value of the stopwatch object's *time* property.

### Syntax

```
RINT Stopwatch_get_time (Stopwatch *stwch);
```

### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

### RapidPLUS Function Equivalent

`<x> := StopwatchObject.time`

## Set time value

Sets the value of the stopwatch object's *time* property.

### Syntax

```
void Stopwatch_set_time (Stopwatch *stwch, RLONG val);
```

### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

*val*                      An integer to assign to the property.

### RapidPLUS Function Equivalent

```
StopwatchObject.time := <integer>
```

## resetValue

Resets the value of the stopwatch object's *time* property to zero. It does **not** stop the stopwatch.

### Syntax

```
void Stopwatch_resetValue_time (Stopwatch *stwch);
```

### Parameter

*stwch*                    A pointer to the RapidPLUS stopwatch object.

### RapidPLUS Function Equivalent

```
StopwatchObject.time resetValue
```

## EVENT OBJECT

Defined in *cevobj.h*.

## trigger

Used to trigger an event object.

### Syntax

```
void RapidEvent_trigger(RapidEvent *event);
```



**Parameter**

*event* A pointer to the RapidPLUS event object.

**RapidPLUS Function Equivalent**

Event1 trigger

## BITMAP OBJECT

Defined in *cbitmap.h*.

### Get height

Returns the height of the bitmap, in pixels.

**Syntax**

```
RINT RapidBitmap_height (RapidBitmap *b);
```

**Parameters**

*b* A pointer to the RapidPLUS bitmap object.

**Return Value**

Bitmap height, in pixels.

**RapidPLUS Function Equivalent**

& Bitmap1 height < 9

### Get width

Returns the width of the bitmap, in pixels.

**Syntax**

```
RINT RapidBitmap_width (RapidBitmap *b);
```

**Parameters**

*b* A pointer to the RapidPLUS bitmap object.

**Return Value**

Bitmap width, in pixels.

**RapidPLUS Function Equivalent**

& Bitmap1 width > 100

## IMAGE OBJECT

Defined in *cbitmap.h*.

### Get pointer to new bitmap

Replaces the value in the current bitmap pointer with a value provided by an external object capable of returning a pointer to a RapidPLUS bitmap.

#### Syntax

```
void RapidImage_fromHandle_(RapidImage *image, RLONG bitmapIndex)
```

#### Parameters

*image*                    A pointer to the RapidPLUS image object.  
*bitmapIndex*            An index of a RapidPLUS bitmap.

#### RapidPLUS Function Equivalent

Image1 fromHandle: bitmapAddress

### Get height

Returns the height of the RapidPLUS image object, in pixels.

#### Syntax

```
RINT RapidImage_height (RapidImage *image);
```

#### Parameters

*image*                    A pointer to the RapidPLUS image object.

#### Return Value

Image height, in pixels.

#### RapidPLUS Function Equivalent

& Image1 height = 50

## Get width

Returns the width of the RapidPLUS image object, in pixels.

### Syntax

```
RINT RapidImage_width (RapidImage *image);
```

### Parameters

*image*                    A pointer to the RapidPLUS image object.

### Return Value

Image width, in pixels.

### RapidPLUS Function Equivalent

& Image1 width < 120

## Reset image

Resets the value of the current bitmap pointer to the address of the initial bitmap defined in the image object.

### Syntax

```
RapidImage_reset (RapidImage *image);
```

### Parameters

*image*                    A pointer to the RapidPLUS image object.

### RapidPLUS Function Equivalent

Image1 reset

## FONT OBJECT

Defined in *cfont.h*.

### RapidFont\_countSubStrOf\_toFitWidth\_leftAligned\_wordWrap\_

Parses the specified string into substrings that fit the specified width (in pixels) according to the font object attributes and other parameters, returning the number of substrings.

#### Syntax

```
RINT RapidFont_countSubStrOf_toFitWidth_leftAligned_wordWrap_(const
RapidFont *font, const RCHAR *str, RINT toFitWidth, RINT leftAlign,
RINT wordWrap, pTempMemBuffer memP);
```

#### Parameters

<i>font</i>	A pointer to the RapidPLUS font object.
<i>str</i>	A pointer to the string to process.
<i>toFitWidth</i>	The maximum width of each substring, in pixels.
<i>leftAlign</i>	If 0, the string is parsed from the last character. Otherwise, the string is parsed from the first character.
<i>wordWrap</i>	If 0, the string can be divided in the middle of word. Otherwise, substrings can only contain complete words.
<i>pTempMemBuffer</i>	A pointer to the temporary memory used by the task that called the function: the main task or the split task.

#### Return Value

The number of substrings.

#### Remarks

If during parsing one of the characters is found to be invalid, i.e., not in the font object's range, runtime error #227 occurs. See Chapter E: "Errors, Warnings, and Messages."

See also "RapidFont\_subStrOf\_index\_toFitWidth\_leftAligned\_wordWrap\_" on p. F-24.

#### RapidPLUS Function Equivalent

FontObject1 countSubStrOf: toFitWidth: leftAligned: wordWrap:

## RapidFont\_height

Returns the height of the font, in pixels.

### Syntax

```
RINT RapidFont_height(RapidFont *f);
```

### Parameters

*f*                      A pointer to the RapidPLUS font object.

### Return Value

The font height, in pixels.

### Remarks

If no active font has been defined, the function generates a fatal runtime error. Otherwise, it returns the height of the active font, in pixels.

### RapidPLUS Function Equivalent

& Font1 height

## RapidFont\_maxFontWidth

Returns the maximum width of the font.

### Syntax

```
RINT RapidFont_maxFontWidth(RapidFont *f);
```

### Parameters

*f*                      A pointer to the RapidPLUS font object.

### Return Value

The font maximum width or an error number.

### Remarks

If no active font has been defined, the function generates a fatal runtime error. Otherwise, it returns the width of the widest character (usually “W”) for the active font, in pixels.

### RapidPLUS Function Equivalent

& Font1 maxWidth

## RapidFont\_stringWidth

Finds the width (in pixels) of a string.

### Syntax

```
RINT RapidFont_stringWidth_(const RapidFont *font, const RCHAR *str);
```

### Parameters

<i>font</i>	A pointer to the RapidPLUS font object.
<i>str</i>	A pointer to the string to process.

### Return Value

Returns the string width (in pixels) or an error number.

### Remarks

If no active font has been defined, the function generates a fatal runtime error. Otherwise, the function calculates the string width by summarizing the width of the string characters.

### RapidPLUS Function Equivalent

& Font1 stringWidth: <string>

## RapidFont\_subStrOf\_index\_toFitWidth\_leftAligned\_wordWrap\_

Parses the specified string into substrings that fit the specified width (in pixels) according to the font object attributes, returning the substring specified by the index parameter.

### Syntax

```
RCHAR *RapidFont_subStrOf_index_toFitWidth_leftAligned_wordWrap_  
(const RapidFont *font, const RCHAR *str, RINT index, RINT  
toFitWidth, RINT leftAlign, RINT wordWrap, pTempMemBuffer memP);
```

**Parameters**

<i>font</i>	A pointer to the RapidPLUS font object.
<i>str</i>	A pointer to the string to process.
<i>index</i>	The index of the substring to be returned.
<i>toFitWidth</i>	The maximum width of each substring, in pixels.
<i>leftAlign</i>	If 0, the string is parsed from the last character. Otherwise, the string is parsed from the first character.
<i>wordWrap</i>	If 0, the string can be divided in the middle of a word. Otherwise, substrings can only contain complete words.
<i>pTempMem-Buffer</i>	A pointer to the temporary memory used by the task that called the function: the main task or split task.

**Return Value**

A pointer to the resulting substring.

**Remarks**

If during parsing, one of the characters is found to be invalid, i.e., not in the font object's range, runtime error #227 occurs (see p. E-11). Also see "RapidFont\_countSubStrOf\_toFitWidth\_leftAligned\_wordWrap\_" on p. F-22.

**RapidPLUS Function Equivalent**

Font\_Object1 subStrOf: index: toFitWidth: leftAligned: wordWrap:

**GRAPHIC DISPLAYS (GDO)**

Defined in *cgdo.h*.

These functions apply to both graphic display and true color graphic display objects. Except for the *restore* and *save* functions, the functions listed below apply to both the object **and** *buffer* properties.

In their buffer format, the prefix EGDO is replaced by EGDOBUF, and they include appropriate buffer parameters. The functions that apply only to the graphic display object's *buffer* property are described on pp. F-55 to F-66.

## EGDO\_attributeSetNormal

Sets the writing mode in the EGDO's device context to normal.

### Syntax

```
void _attributeSetNormal (EGDO *egdo);
```

### Parameters

*egdo*                      A pointer to the embedded graphic display object.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 attributeSetNormal

## EGDO\_attributeSetReverse

Sets the writing mode in the EGDO's device context to reverse.

### Syntax

```
void _attributeSetReverse (EGDO *egdo);
```

### Parameters

*egdo*                      A pointer to the embedded graphic display object.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 attributeSetReverse

## EGDO\_attributeSetXOR

Sets the writing mode in the EGDO's device context to XOR.

### Syntax

```
void EGDO_attributeSetXOR (EGDO *egdo);
```

### Parameters

*egdo*                      A pointer to the embedded graphic display object.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 attributeSetXOR



## EGDO\_clearAreaAtx\_y\_width\_height\_

Clears a rectangular area on the display.

### Syntax

```
void EGDO_clearAreaAtx_y_width_height_(EGDO *egdo, RINT x, RINT y,  
RINT width, RINT height);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The coordinates of the area's upper-left corner.
<i>width, height</i>	The area's dimensions.

### Return Value

None

### Remarks

Fills the rectangular area with the current background color, calling the graphic display library function *GDL\_fillRectCoord* (see p. G-15).

### RapidPLUS Function Equivalent

GDO1 clearAreaAtx: <x\_coordinate> y: <y\_coordinate> width: <width> height:  
<height>

## EGDO\_clearDisplay

Clears the display.

### Syntax

```
void EGDO_clearDisplay(EGDO *egdo);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
-------------	---

### Return Value

None

### Remarks

Calls the graphic display library function *GDL\_clearDevice* (see p. G-8).

### RapidPLUS Function Equivalent

GDO1 clearDisplay

## EGDO\_clearDisplayUsingColor\_

Clears the content of the intermediate buffer using color.

### Syntax

```
void EGDO_clearDisplayUsingColor_(pEGDO egdo, RINT color);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>color</i>	The color to be used for clearing the intermediate buffer.

### Return Value

None

### Remarks

Calls the graphic display library function *GDL\_clearDevice* (p. G-8).

### RapidPLUS Function Equivalent

GDO1 clearDisplayUsingColor: <color\_index>

## EGDO\_drawArcAtcx\_cy\_radius\_fromX\_fromY\_toX\_toY\_

Draws an arc on the display.

### Syntax

```
void EGDO_drawArcAtcx_cy_radius_fromX_fromY_toX_toY_(EGDO *egdo,  
RINT x, RINT y, RINT r, RINT x1, RINT y1, RINT x2, RINT y2);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The coordinates of the arc's center.
<i>r</i>	The arc radius.
<i>x1, y1</i>	Determines the arc's start point, which is the intersection of the circle and the radial line drawn from the circle center through point <i>x1,y1</i> .
<i>x2,y2</i>	Determines the arc's end point, which is the intersection of the circle and the radial line drawn from the circle center through point <i>x2,y2</i> .

**Return Value**

None

**Remarks**

Calls the graphic display library function *GDL\_drawArcCircle* (see p. G-9).

**RapidPLUS Function Equivalent**

**GDO1 drawArcAtcx:** <center x\_coordinate> cy: <center y\_coordinate> radius: <radius> fromX: <start point x\_coordinate> fromY: <start point y\_coordinate> toX: <end point x\_coordinate> toY: <end point y\_coordinate>

**EGDO\_drawBitmap\_AtX\_y\_**

Draws a bitmap on the display.

**Syntax**

```
void EGDO_drawBitmap_AtX_y_(EGDO *egdo, RapidBitmap *bitmap,  
RINT x, RINT y);
```

**Parameters**

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>bitmap</i>	A pointer to the bitmap to display.
<i>x,y</i>	The coordinates of the upper-left corner of the draw location.

**Return Value**

None

**Remarks**

Calls the graphic display library function *GDL\_putBitmap* (see p. G-18).

**RapidPLUS Function Equivalent**

**GDO1 drawBitmap:** <bitmapObject> atx: <x\_Coordinate> y: <y\_Coordinate>

## EGDO\_drawBitmap\_atx\_y\_transparentColor\_

Draws a bitmap without the specified transparent color on the intermediate buffer.

### Syntax

```
void EGDO_drawBitmap_atx_y_transparentColor_(pEGDO egdo, const  
RapidBitmap *bitmap, RINT x, RINT y, RINT color);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>bitmap</i>	A pointer to the bitmap to display.
<i>x,y</i>	The coordinates of the upper-left corner of the draw location.
<i>color</i>	The color that is not drawn (transparent).

### Return Value

None

### Remarks

Draws the bitmap on the intermediate buffer replacing each pixel in the transparent color with the corresponding pixel from the intermediate buffer.

### RapidPLUS Function Equivalent

```
drawBitmap <bitmapObject> atx: <x_Coordinate> y:<y_Coordinate>  
transparentColor: <color_index>
```

## EGDO\_drawCircleAtcx\_cy\_radius\_

Draws an empty circle on the display.

### Syntax

```
void EGDO_drawCircleAtcx_cy_radius_(EGDO *egdo, RINT x, RINT y,  
RINT r);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The coordinates of the circle's center.
<i>r</i>	The circle radius.

**Return Value**

None

**Remarks**

Calls the graphic display library function *GDL\_drawCircle* (see p. G-10).

**RapidPLUS Function Equivalent**

GDO1 drawCircleAtcx: <center x\_coordinate> cy: <center y\_coordinate>  
radius: <radius>

**EGDO\_drawEllipseAtcx\_cy\_horizRadius\_vertRadius\_**

Draws an empty ellipse on the display.

**Syntax**

```
void EGDO_drawEllipseAtcx_cy_horizRadius_vertRadius_(EGDO *egdo,  
RINT x, RINT y, RINT a, RINT b);
```

**Parameters**

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The coordinates of the ellipse's center.
<i>a</i>	The horizontal radius.
<i>b</i>	The vertical radius.

**Return Value**

None

**Remarks**

Calls the graphic display library function *GDL\_drawEllipse* (see p. G-11).

**RapidPLUS Function Equivalent**

GDO1 drawEllipseAtcx: <center x\_coordinate> cy: <center y\_coordinate>  
horizRadius: <horizontal radius> vertRadius: <vertical radius>

## EGDO\_drawFilledCircleAtcx\_cy\_radius\_

Draws a filled circle on the display.

### Syntax

```
void EGDO_drawFilledCircleAtcx_cy_radius_(EGDO *egdo, RINT x,  
RINT y, RINT r);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The coordinates of the circle's center.
<i>r</i>	The circle radius.

### Return Value

None

### Remarks

Calls the graphic display library function *GDL\_drawFilledCircle* (see p. G-11).

### RapidPLUS Function Equivalent

**GDO1 drawFilledCircleAtcx:** <center x\_coordinate> cy: <center y\_coordinate>  
radius: <radius>

## EGDO\_drawFilledEllipseAtcx\_cy\_horizRadius\_vertRadius\_

Draws a filled ellipse on the display.

### Syntax

```
void EGDO_drawFilledEllipseAtcx_cy_horizRadius_vertRadius_(EGDO  
*egdo, RINT x, RINT y, RINT a, RINT b);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The coordinates of the ellipse's center.
<i>a</i>	The horizontal radius.
<i>b</i>	The vertical radius.

**Return Value**

None

**Remarks**

Calls the graphic display library function *GDL\_drawFilledEllipse* (see p. G-12).

**RapidPLUS Function Equivalent**

**GDO1** drawFilledEllipseAtx: <center x\_coordinate> cy: <center y\_coordinate>  
horizRadius: <horizontal radius> vertRadius: <vertical radius>

**EGDO\_drawFilledRecAtx\_y\_width\_height\_**

Draws a filled rectangle on the display.

**Syntax**

```
void EGDO_drawFilledRecAtx_y_width_height_(EGDO *egdo, RINT x,  
RINT y, RINT w, RINT h);
```

**Parameters**

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x</i>	The X coordinate of the rectangle's upper-left corner.
<i>y</i>	The Y coordinate of the rectangle's upper-left corner.
<i>w</i>	The width of the rectangle.
<i>h</i>	The height of the rectangle.

**Return Value**

None

**Remarks**

Calls the graphic display library function *GDL\_fillRectCoord* (see p. G-15).

**RapidPLUS Function Equivalent**

**GDO1** drawFilledRecAtx: <x\_Coordinate> y: <y\_Coordinate> width: <width> height:  
<height>

## EGDO\_drawLineFromx\_y\_toX\_toY\_

Draws a line from the specified start point to the specified end point (inclusive).

### Syntax

```
void EGDO_drawLineFromx_y_toX_toY_(EGDO *egdo, RINT x1, RINT y1,  
RINT x2, RINT y2);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x1,y1</i>	The line's start point coordinates.
<i>x2,y2</i>	The line's end point coordinates.

### Return Value

None

### Remarks

Calls the graphic display library function *GDL\_drawLine* (see p. G-13).

### RapidPLUS Function Equivalent

**GDO1 drawLineFrom:** <x\_Coordinate> y: <y\_coordinate> toX: <x\_coordinate>  
toY: <y\_coordinate>

## EGDO\_drawPixelAtx\_y\_

Draws a pixel on the display with the current color.

### Syntax

```
void EGDO_drawPixelAtx_y_(EGDO *egdo, RINT x, RINT y);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The pixel's coordinates.

### Return Value

None

### Remarks

Calls the graphic display library function *GDL\_pixelCoord* (see p. G-18).

### RapidPLUS Function Equivalent

**GDO1 drawPixelAtx:** <x\_Coordinate> y: <y\_Coordinate>



## EGDO\_drawRecAtx\_y\_width\_height\_

Draws a rectangle on the display.

### Syntax

```
void EGDO_drawRecAtx_y_width_height_(EGDO *egdo, RINT x, RINT y,  
RINT w, RINT h);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x</i>	The X coordinate of the rectangle's upper-left corner.
<i>y</i>	The Y coordinate of the rectangle's upper-left corner.
<i>w</i>	The width of the rectangle.
<i>h</i>	The height of the rectangle.

### Return Value

None

### Remarks

Calls the graphic display library function *GDL\_rectCoord* (see p. G-21).

### RapidPLUS Function Equivalent

GDO1 drawRecAtx: <x\_Coordinate> y: <y\_Coordinate> width: <width> height: <height>

## EGDO\_drawText\_At\_x\_y\_

Draws text on the display with the active font.

### Syntax

```
void EGDO_drawText_At_x_y_(EGDO *egdo, RCHAR *str, RINT x, RINT y);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>str</i>	A pointer to the string to be drawn.
<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.

### Return Value

None

**Remarks**

If there is no active font defined in the EGDO's device context, the function generates a fatal runtime error and finishes. Otherwise, it calls the graphic display library function *GDL\_drawStrXY* (see p. G-14).

If there was an out-of-range character in the string, the function generates a non-fatal runtime error.

**RapidPLUS Function Equivalent**

GDO1 drawText: <string> atx: <x\_Coordinate> y: <y\_Coordinate>

**EGDO\_drawTransparentText\_atx\_y\_**

Draws font bitmaps without the background color on the intermediate buffer.

**Syntax**

```
void EGDO_drawTransparentText_atx_y_(pEGDO egdo, const RCHAR *str,  
RINT x, RINT y);
```

**Parameters**

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>str</i>	A pointer to the string to be drawn.
<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.

**Return Value**

None

**Remarks**

Draws the font bitmaps using the draw color for each pixel in the draw color, and replacing each pixel in the background color with the corresponding pixel from the intermediate buffer.

**RapidPLUS Function Equivalent**

GDO1 drawTransparentText: <string> atx: <x\_Coordinate> y: <y\_Coordinate>

## EGDO\_dump

Dumps the EGDO screen as text to the end of the file *Gdldump.txt*, preceded by a label. Pixels in the background color are represented by “0”; pixels in the display color by “1.”

### Syntax

```
RINT EGDO_dump_(EGDO *egdo, const RCHAR *str);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*str*             A pointer to label to precede the screen dump.

### Return Value

GDL\_OK

### Remarks

Calls the function *GDL\_dump* (see p. G-14).

### RapidPLUS Function Equivalent

GDO1 dump: <string>

## EGDO\_font

Returns the active font.

### Syntax

```
Rapid Font *EGDO_font(EGDO *egdo);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.

### Return Value

A pointer to the active font object or null.

### Remarks

If no active font is specified in the EGDO's device context, the function generates a non-fatal runtime error. Otherwise, it returns a pointer to the active font object.

### RapidPLUS Function Equivalent

& GDO1 font = CourierFont

## EGDO\_fontHeight

Returns the height of the active font.

### Syntax

```
RINT EGDO_fontHeight (EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

The active font height, in pixels.

### Remarks

If an active font is defined for the EGDO, the function calls the embedded font object function *RapidFont\_Height* (see p. F-23) for the currently active font. Otherwise, it generates a non-fatal runtime error.

### RapidPLUS Function Equivalent

& GDO1 fontHeight > 10

## EGDO\_fontSet\_

Changes the current font to a new font.

### Syntax

```
void EGDO_fontSet_(EGDO *egdo, RapidFont *font);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

*font*                    A pointer to the new font object.

### Return Value

None

### Remarks

Sets the active font in the EGDO's device context to the font object specified in the *font* parameter.

### RapidPLUS Function Equivalent

GDO1 fontSet: <fontObject>

## EGDO\_fontStringWidth

Finds the width (in pixels) of a string.

### Syntax

```
RINT EGDO_fontStringWidth_(EGDO *egdo, const RCHAR *str);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>str</i>	A pointer to the string to process.

### Return Value

Returns the string width (in pixels).

### Remarks

If an active font is defined for the EGDO, the function calls the embedded font object function *RapidFont\_StringWidth* (see p. F-24) for the currently active font. Otherwise, the function generates a non-fatal runtime error.

### RapidPLUS Function Equivalent

Integer1 := GDO1 fontStringWidth: <string>

## EGDO\_getBackgroundColor

Returns the current background color.

### Syntax

```
RINT EGDO_getBackgroundColor(pEGDO egdo);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
-------------	---

### Return Value

The current background color.

### Remarks

Returns the value of the current background color in the EGDO's intermediate buffer device context.

### RapidPLUS Function Equivalent

GDO1 getBackgroundColor

## EGDO\_getDrawColor

Returns the value of the current color in the EGDO's device context.

### Syntax

```
uchar EGDO_getDrawColor(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

The current draw color.

### RapidPLUS Function Equivalent

GDO1 getDrawColor

## EGDO\_getHeight

Returns the height of the graphic display.

### Syntax

```
RINT EGDO_getHeight(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

The current height, in pixels.

### Remarks

Returns the value of the current height in the EGDO's device context.

### RapidPLUS Function Equivalent

GDO1 getHeight

## EGDO\_getPixelColorAtx\_y\_

Returns the color of the pixel at specified location in the intermediate buffer.

### Syntax

```
RINT EGDO_getPixelColorAt_(pEGDO egdo, RINT x, RINT y);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*x, y*            The pixel coordinates.

### Return Value

The current color of the specified pixel in the intermediate buffer.

### Remarks

Calls the graphic display library function *GDL\_getPixel* (see p. G-17).

### RapidPLUS Function Equivalent

GDO1 getPixelColorAtx: <x\_Coordinate> y: <y\_Coordinate>

## EGDO\_getWidth

Returns the width of the graphic display.

### Syntax

```
RINT EGDO_getWidth(EGDO *egdo);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.

### Return Value

The current width, in pixels.

### Remarks

Returns the value of the current width in the EGDO's device context.

### RapidPLUS Function Equivalent

GDO1 getWidth

## EGDO\_isnormalAttribute

Returns TRUE if the writing mode is normal.

### Syntax

```
RBOOL EGDO_isnormalAttribute(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

Returns 0 or 1.

### Remarks

Returns a non-zero number if the writing mode is normal.

### RapidPLUS Function Equivalent

& GDO1 is normalAttribute

## EGDO\_isreverseAttribute

Return TRUE if the writing mode is reverse.

### Syntax

```
RBOOL EGDO_isreverseAttribute(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

Returns 0 or 1.

### Remarks

Returns a non-zero number if the writing mode is reverse.

### RapidPLUS Function Equivalent

& GDO1 is reverseAttribute



## EGDO\_isupdateOnRequest

Returns TRUE if the update mode is update on request.

### Syntax

```
RBOOL EGDO_isupdateOnRequest (EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

Returns 0 or 1.

### Remarks

Returns a non-zero number if the writing mode is XOR.

### RapidPLUS Function Equivalent

& GDO1 is updateOnRequest

## EGDO\_isXORAttribute

Returns TRUE if the writing mode is XOR.

### Syntax

```
RBOOL EGDO_isXORAttribute(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

Returns 0 or 1.

### Remarks

Returns a non-zero number if the writing mode is XOR.

### RapidPLUS Function Equivalent

& GDO1 is XORAttribute

## EGDO\_lineTox\_y\_

Draws a line from the draw pointer's current position (as defined in the device context) to one pixel **before** the specified endpoint. The input coordinates become the new current position.

### Syntax

```
void EGDO_lineTox_y_(EGDO *egdo, RINT x, RINT y);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The line is drawn to these coordinates, minus 1 (i.e., x-1, y-1).

### Return Value

None

### Remarks

Calls the graphic display library function *GDL\_drawLineTo* (see p. G-13).

### RapidPLUS Function Equivalent

GDO1 lineTox: <x\_coordinate> y: <y\_coordinate>

## EGDO\_moveTox\_y\_

Sets the draw pointer's current position in the device context to the specified coordinates.

### Syntax

```
void EGDO_moveTox_y_(EGDO *egdo, RINT x, RINT y);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	Coordinates of the draw pointer's current position.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 moveTox: <x\_coordinate> y: <y\_coordinate>

## EGDO\_resetPalette

Restores the color palette defined for the graphic display object.

### Syntax

```
void EGDO_resetPalette(pEGDO egdo);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 resetPalette

## EGDO\_restoreArea

Restores the image in *buffer1*, saved by the last call to *EGDO\_saveAreaAt-x\_y\_width\_height\_* (see p. F-49), using the same x,y coordinates.

### Syntax

```
void EGDO_restoreArea(EGDO *egdo);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.

### Return Value

None

### Remarks

Calls the function *EGDO\_restoreAreaFrom\_* (see p. F-47), specifying *buffer1*.

### RapidPLUS Function Equivalent

GDO1 restoreArea

## EGDO\_restoreAreaAtx\_y\_

Restores the image in *buffer1* saved by the last call to *EGDO\_saveAreaAtx\_y\_width\_height\_* (see p. F-49), placing the image at the specified x-y coordinates.

### Syntax

```
void EGDO_restoreAreaAtx_y_(EGDO *egdo, RINT x, RINT y);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*x,y*             The image's placement coordinates.

### Return Value

None

### Remarks

Calls the function *EGDO\_restoreAreaAtx\_y\_from\_* (see p. F-46), specifying *buffer1*.

### RapidPLUS Function Equivalent

GDO1 restoreAreaAtx: <x\_coordinate> y: <y\_coordinate>

## EGDO\_restoreAreaAtx\_y\_from\_

Restores the image saved in the buffer specified by the *bufNum* parameter, placing the image at the specified x-y coordinates.

### Syntax

```
void EGDO_restoreAreaAtx_y_from_(EGDO *egdo, RINT x, RINT y,  
RINT bufNum);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*x,y*             The image's placement coordinates.  
*bufNum*          The buffer from which the image is retrieved.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 restoreAreaAtx: <x\_coordinate> y: <y\_coordinate> from: <buffer index>

## EGDO\_restoreAreaFrom\_

Restores the image saved in the buffer specified by the *bufNum* parameter, placing the image at the coordinates specified when the area was saved.

### Syntax

```
void EGDO_restoreAreaFrom_(EGDO *egdo, RINT bufNum);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.  
*bufNum*                 The buffer from which the image is retrieved.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 restoreAreaFrom: <buffer index>

## EGDO\_restoreStatus

Restores the graphic display status according to the settings in *buffer1*.

### Syntax

```
void EGDO_restoreStatus(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

None

### Remarks

Calls the function *EGDO\_restoreStatusFrom\_* (see p. F-48), specifying *buffer1*.

### RapidPLUS Function Equivalent

GDO1 restoreStatus

## EGDO\_restoreStatusFrom\_

Restores the graphic display status from the settings in the specified buffer.

### Syntax

```
void EGDO_restoreStatusFrom_(EGDO *egdo, RINT bufNum);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*bufNum*          The buffer from which the image is retrieved.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 restoreStatusFrom: <buffer index>

## EGDO\_reverseFromx\_y\_width\_height\_

Reverses the colors in an area on the display.

### Syntax

```
void EGDO_reverseFromx_y_width_height_(EGDO *egdo, RINT x, RINT y,  
                                         RINT width, RINT height);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*x*                The X coordinate.  
*y*                The Y coordinate.  
*width*           The width of the area.  
*height*          The height of the area.

### Return Value

None

**Remarks**

If the EGDO does not support an intermediate buffer, then the function generates a non-fatal runtime error. Otherwise, it calls the graphic display library function *GDL\_reverseFrom* (see p. G-22).

**RapidPLUS Function Equivalent**

GDO1 reverseFromx: <x\_Coordinate> y: <y\_Coordinate> width: <width>  
height: <height>

**EGDO\_saveAreax\_y\_width\_height\_**

Saves the specified rectangular area to the first buffer (*buffer1*).

**Syntax**

```
void EGDO_saveAreax_y_width_height_(EGDO *egdo, RINT x, RINT y,  
RINT w, RINT h);
```

**Parameters**

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x</i>	The X coordinate of the area's upper-left corner.
<i>y</i>	The Y coordinate of the area's upper-left corner.
<i>width</i>	The width of the area.
<i>height</i>	The height of the area.

**Return Value**

None

**Remarks**

Calls the function *EGDO\_saveAreax\_y\_width\_height\_in\_* (see the next function), specifying the first buffer (*buffer1*).

**RapidPLUS Function Equivalent**

GDO1 saveAreax: <x\_coordinate> y: <y\_coordinate> width: <width> height: <height>

## EGDO\_saveAreax\_y\_width\_height\_in\_

Saves the specified rectangular area to the specified buffer.

### Syntax

```
void EGDO_saveAreax_y_width_height_in_(EGDO *egdo, RINT x, RINT y,  
RINT width, RINT height, RINT bufNum);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>x,y</i>	The X and Y coordinate of the area's upper-left corner.
<i>width</i>	The width of the area.
<i>height</i>	The height of the area.
<i>bufNum</i>	The buffer in which to save the area.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 saveAreax: <x\_coordinate> y: <y\_coordinate> width: <width>  
height: <height> in: <buffer index>

## EGDO\_saveStatus

Stores the graphic display status in the first buffer (*buffer1*).

### Syntax

```
void EGDO_saveStatus(EGDO *egdo);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
-------------	---

### Return Value

None

### Remarks

Calls the function *EGDO\_saveStatusIn\_* (see next function), specifying the first buffer. The following parameters are saved: writing mode (normal, XOR, or reverse); font; color; drawing pen position; update mode (immediately or on request).

### RapidPLUS Function Equivalent

GDO1 saveStatus



## EGDO\_saveStatusIn\_

Stores the graphic display status in the specified buffer.

### Syntax

```
void EGDO_saveStatusIn_(EGDO *egdo, RINT bufNum);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*bufNum*         The buffer.

### Return Value

None

### RapidPLUS Function Equivalent

GDO1 saveStatusIn: <buffer index>

## EGDO\_setBackgroundColor\_

Changes the background color of the intermediate buffer.

### Syntax

```
void EGDO_setBackgroundColor_(pEGDO egdo, RINT color);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*color*           The new background color.

### Return Value

None

### Remarks

Sets “egdo.dc.backColor” to “color.”

### RapidPLUS Function Equivalent

GDO1 setBackgroundColor: <color index>

## EGDO\_setDrawColor\_

Changes the current color.

### Syntax

```
void EGDO_setDrawColor_(EGDO *egdo, RINT color);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*color*           The new color.

### Return Value

None

### Remarks

Sets the current color in the EGDO's device context to the specified color, truncating the color integer parameter to a range of 0 to 1.

### RapidPLUS Function Equivalent

GDO1 setDrawColor: <integer>

## EGDO\_setPaletteIndex\_toRed\_green\_blue\_

Sets new RGB values for the specified color in the current palette.

### Syntax

```
void _setPaletteIndex_toRed_green_blue_(pEGDO egdo, RUINT index,  
RUINT red, RUINT green, RUINT blue);
```

### Parameters

*egdo*            A pointer to the embedded graphic display object.  
*index*           Index of the palette color to modify.  
*red*             The value of the R-component in the RGB color.  
*green*           The value of the G-component in the RGB color.  
*blue*            The value of the B-component in the RGB color.

### Return Value

None

**Remarks**

The function updates the current palette but not the colors in the display. The display colors are updated only after *EGDO\_updatePalette* (see p. F-55) is called.

**RapidPLUS Function Equivalent**

GDO1 setPaletteIndex: <Integer> toRed: <Integer> green: <Integer> blue: <Integer>

**EGDO\_update**

When the object is set to *updateOnRequest* state (see p. F-54), this function redraws the smallest rectangle of the object that encloses all the changes made by various functions since the last call to *update*.

**Syntax**

```
void EGDO_update(EGDO *egdo);
```

**Parameters**

*egdo*                    A pointer to the embedded graphic display object.

**Return Value**

None

**RapidPLUS Function Equivalent**

GDO1 update

**EGDO\_updateAll**

When the object is set to *updateOnRequest* state (see p. –), this function redraws the entire object.

**Syntax**

```
void EGDO_updateAll(EGDO *egdo);
```

**Parameters**

*egdo*                    A pointer to the embedded graphic display object.

**Return Value**

None

**RapidPLUS Function Equivalent**

GDO1 updateAll

## EGDO\_updateImmediately

Sets the object's state to immediately update its appearance after each drawing function, without calling the *update* function (see p. F-53).

### Syntax

```
void EGDO_updateImmediately(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

None

### Remarks

This is the object's default update state.

### RapidPLUS Function Equivalent

GDO1 updateImmediately

## EGDO\_updateOnRequest

After calling this function, the object is not updated immediately by any of the functions. Changes are made to the intermediate buffer but the display is only changed after calling the *update* function (see p. F-53).

### Syntax

```
void EGDO_updateOnRequest(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

None

### Remarks

An intermediate buffer is required to use this function.

### RapidPLUS Function Equivalent

GDO1 updateOnRequest

### EGDO\_updatePalette

Updates the hardware palette with the current palette colors.

#### Syntax

```
void EGDO_updatePalette(pEGDO egdo);
```

#### Parameters

*egdo*                    A pointer to the embedded graphic display object.

#### Return Value

None

#### RapidPLUS Function Equivalent

GDO1 updatePalette

## GRAPHIC DISPLAY BUFFER FUNCTIONS

All functions of the graphic display object's *buffer* property **except** *floodFillAt-x:y:forBuffer:* are supported for code generation. Many of the *buffer* property functions are the same as the parallel object functions described in the previous section, with an additional parameter that specifies the buffer.

The differences between the two function types are highlighted in the following table:

PROPERTY	FUNCTION SYNTAX
...	GDO1 drawPixelAtx: <Integer> y: <Integer>
<i>buffer</i>	GDO1.buffer drawPixelAtx: <Integer> y: <Integer> forBuffer: <Integer>

This function performs the same operation on the specified buffer as the *drawPixel* function does on the graphic display's intermediate buffer.

The syntax of generated *buffer* functions that have *self* property equivalents is described for the following function:

**EGDOBUF\_drawPixelAtx\_y\_forBuffer\_**

Draws a pixel in the current draw color at the specified coordinate, on the specified buffer.

**Syntax**

```
void EGDOBUF_drawPixelAtx_y_forBuffer_(EGDO *egdo, RINT x, RINT y, RINT bufNum);
```

**Parameters**

- egdo*                      A pointer to the embedded graphic display object.
- x,y*                        The pixel's coordinates.
- bufNum*                    The buffer index.

**Return Value**

None

**Remarks**

Calls the graphic display library function *GDL\_pixelCoord* (see p. G-18), passing the buffer number as one of the parameters.

**RapidPLUS Function Equivalent**

```
GDO1.buffer drawPixelAtx: <Integer> y: <Integer> forBuffer: <Integer>
```

**Unique Buffer Functions**

The functions that are unique to the graphic display object's *buffer* property are presented in this section.

NAME	PURPOSE	PAGE
<i>copyAreaOfBuffer_x_y_width_height_to-Buffer_atX_y_</i>	Copies a rectangular area from one buffer to a specified location in another buffer.	p. F-58
<i>copyBuffer_toBuffer_atX_atY_</i>	Copies the contents of the source buffer to a specified location on the destination buffer.	p. F-58
<i>copyStatusOfBuffer_toBuffer_</i>	Copies the status of the source buffer to the status of the destination buffer.	p. F-59

<b>NAME</b>	<b>PURPOSE</b>	<b>PAGE</b>
<i>getClipRectHeight-ForBuffer_</i>	Returns the height of the specified buffer's clipping rectangle.	p. F-60
<i>getClipRectPosX-ForBuffer_</i>	Returns the x-coordinate of the upper-left corner of the buffer's clipping rectangle.	p. F-60
<i>getClipRectPosX-OnGDOForBuffer_</i>	Returns the x-coordinate of the buffer's clipping rectangle upper-left corner on the graphic display.	p. F-61
<i>getClipRectPosY-ForBuffer_</i>	Returns the y-coordinate of the upper-left corner of the buffer's clipping rectangle.	p. F-61
<i>getClipRectPosY-OnGDOFor-Buffer_</i>	Returns the y-coordinate of the buffer's clipping rectangle upper-left corner on the graphic display.	p. F-62
<i>getClipRectWidth-ForBuffer_</i>	Returns the width of the specified buffer's clipping rectangle.	p. F-62
<i>getDisplayBuffer</i>	Returns the index of the active buffer.	p. F-63
<i>getNumberOfBuffers</i>	Returns the number of buffers defined for the graphic display object.	p. F-63
<i>setClipRectPositionOn-GDOtox_y_forBuffer_</i>	Specifies the x-y coordinates of the upper-left corner of the buffer's clipping rectangle's on the virtual display.	p. F-64
<i>setClipRectPosX_posY_for-Buffer_</i>	Specifies the x-y coordinates of the upper-left corner of the buffer's clipping rectangle.	p. F-64
<i>setClipRectSizeWidth_height_forBuffer_</i>	Specifies the dimensions of the buffer's clipping rectangle.	p. F-65
<i>setClipRectx_y_width_height_forBuffer_</i>	Specifies the location and dimensions of the buffer's clipping rectangle.	p. F-66
<i>setDisplayBuffer</i>	Specifies the active buffer.	p. F-66

## EGDOBUF\_copyAreaOfBuffer\_x\_y\_width\_height\_toBuffer\_atX\_y

Copies the specified rectangular area of the source buffer into the destination buffer, at the specified location.

### Syntax

```
void EGDOBUF_copyAreaOfBuffer_x_y_width_height_toBuffer_atX_y(EGDO
*egdo, RINT srcBuf, RINT x, RINT y, RINT width, RINT height, RINT dstBuf,
RINT toX, RINT toY);
```

### Parameters

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>srcBuf</i>	The source buffer index.
<i>x,y</i>	Coordinates of the rectangle's upper-left corner.
<i>width, height</i>	Dimensions of the rectangle.
<i>dstBuf</i>	The destination buffer index.
<i>toX, toY</i>	Coordinates of the rectangle's location in the destination buffer.

### Return Value

None

### Remarks

The copy is performed in normal mode, regardless of the destination buffer's writing mode. In other words, the contents of the destination are always exactly the same as the contents of the source.

Clipping is performed if the copied rectangular area extends beyond the destination buffer. Nothing happens if the entire copied area lies outside of the destination buffer.

### RapidPLUS Function Equivalent

GDO1.buffer copyAreaOfBuffer: <Integer> x: <Integer> y: <Integer> width:  
<Integer> height: <Integer> toBuff

## EGDOBUFcopyBuffer\_toBuffer\_atX\_atY

Copies the contents of the source buffer to a specified location on the destination buffer.

### Syntax

```
void EGDOBUF_copyBuffer_toBuffer_atX_atY(EGDO *egdo, RINT srcBuf,
RINT dstBuf, RINT x, RINT y);
```



**Parameters**

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>srcBuf</i>	The source buffer index.
<i>dstBuf</i>	The destination buffer index.
<i>x,y</i>	Coordinates of the copied buffer's upper-left corner on the destination buffer.

**Return Value**

None

**Remarks**

The copy is performed in normal mode, regardless of the destination buffer's writing mode. In other words, the contents of the destination are always exactly the same as the contents of the source.

Clipping is performed if the source buffer is larger than the destination buffer.

**RapidPLUS Function Equivalent**

GD01.buffer copyBuffer: <Integer> toBuffer: <Integer> atX: <Integer> atY: <Integer>

**EGDOBUF\_copyStatusOfBuffer\_toBuffer**

Copies settings (writing mode, pen position, foreground color, active font of virtual display) of the source buffer into the settings of the destination buffer.

**Syntax**

```
void EGDOBUF_copyStatusOfBuffer_toBuffer_(EGDO *egdo, RINT srcBuf, RINT dstBuf);
```

**Parameters**

<i>egdo</i>	A pointer to the embedded graphic display object.
<i>srcBuf</i>	The source buffer index.
<i>dstBuf</i>	The destination buffer index.

**Return Value**

None

**RapidPLUS Function Equivalent**

GD01.buffer copyStatusOfBuffer: <Integer> toBuffer: <Integer>

## EGDOBUF\_getClipRectHeightForBuffer\_

Returns the height of the specified buffer's clipping rectangle.

### Syntax

```
EGDOBUF_getClipRectHeightForBuffer_(EGDO *egdo, RINT bufNum);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.  
*bufNum*                 The buffer index.

### Return Value

The clipping rectangle height, in pixels.

### RapidPLUS Function Equivalent

GDO1.buffer getClipRectHeightForBuffer: <Integer>

## EGDOBUF\_getClipRectPosXForBuffer

Returns the x-coordinate of the clipping rectangle's upper-left corner on the specified buffer.

### Syntax

```
EGDOBUF_getClipRectPosXForBuffer_(EGDO *egdo, RINT bufNum);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.  
*bufNum*                 The buffer index.

### Return Value

The x-coordinate.

### RapidPLUS Function Equivalent

GDO1.buffer getClipRectPosXForBuffer: <Integer>

## EGDOBUFgetClipRectPosXOnGDOForBuffer\_

Returns the x-coordinate of the buffer's clipping rectangle upper-left corner on the graphic display.

### Syntax

```
EGDOBUF_getClipRectPosXOnGDOForBuffer_(EGDO *egdo, RINT bufNum);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.  
*bufNum*                 The buffer index.

### Return Value

The x-coordinate.

### RapidPLUS Function Equivalent

GDO1.buffer getClipRectPosXOnGDOForBuffer: <Integer>

## EGDOBUF\_getClipRectPosYForBuffer

Returns the y-coordinate of the clipping rectangle's upper-left corner on the specified buffer.

### Syntax

```
RINT EGDOBUF_getClipRectPosYForBuffer_(EGDO *egdo, RINT bufNum);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.  
*bufNum*                 The buffer index.

### Return Value

The y-coordinate.

### RapidPLUS Function Equivalent

GDO1.buffer getClipRectPosYForBuffer: <Integer>

### EGDOBUF\_getClipRectPosYOnGDOForBuffer

Returns the y-coordinate of the buffer's clipping rectangle upper-left corner on the intermediate buffer.

#### Syntax

```
RINT EGDOBUF_getClipRectPosYOnGDOForBuffer_(EGDO *egdo, RINT
bufNum);
```

#### Parameters

*egdo*                    A pointer to the embedded graphic display object.  
*bufNum*                 The buffer index.

#### Return Value

The y-coordinate.

#### RapidPLUS Function Equivalent

GDO1.buffer : <Integer>

### EGDOBUFgetClipRectWidthForBuffer

Returns the width of the buffer's clipping rectangle.

#### Syntax

```
RINT EGDOBUF_getClipRectWidthForBuffer_(EGDO *egdo, RINT bufNum);
```

#### Parameters

*egdo*                    A pointer to the embedded graphic display object.  
*bufNum*                 The buffer index.

#### Return Value

The clipping rectangle width, in pixels.

#### RapidPLUS Function Equivalent

GDO1.buffer getClipRectWidthForBuffer: <Integer>

## EGDOBUF\_getDisplayBuffer

Returns the index of the active buffer.

### Syntax

```
RINT EGDOBUF_getDisplayBuffer(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

Buffer index.

### RapidPLUS Function Equivalent

GDO1.buffer getDisplayBuffer

## EGDOBUFgetNumberOfBuffers

Returns the number of buffers defined for the graphic display object.

### Syntax

```
RINT EGDOBUF_getNumberOfBuffers(EGDO *egdo);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

Number of buffers.

### RapidPLUS Function Equivalent

GDO1.buffer getNumberOfBuffers

## EGDOBUF\_setClipRectPositionOnGDotox\_y\_forBuffer

Specifies the x-y coordinates of the upper-left corner of the buffer's clipping rectangle on the intermediate buffer.

### Syntax

```
void EGDOBUF_setClipRectPositionOnGDotox_y_forBuffer_(EGDO *egdo,  
RINT x, RINT y, RINT bufNum);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

### Return Value

None

### Remarks

If the clipping rectangle is placed entirely outside of the intermediate buffer, then nothing will update when it is the active buffer.

If the clipping rectangle partially overlaps the intermediate buffer, then its transferred images are clipped.

### RapidPLUS Function Equivalent

```
GDO1.buffer setClipRectPositionOnGDotox: <Integer> y: <Integer> forBuffer:  
<Integer>
```

## EGDOBUF\_setClipRectPosX\_posY\_forBuffer

Specifies the x-y coordinates of the upper-left corner of the specified buffer's clipping rectangle.

### Syntax

```
void _setClipRectPosX_posY_forBuffer_(EGDO *egdo, RINT x, RINT y,  
RINT bufNum);
```

### Parameters

*egdo*                    A pointer to the embedded graphic display object.

**Return Value**

None

**Remarks**

If the clipping rectangle is placed entirely outside of the intermediate buffer, then nothing will update when it is the active buffer.

If the clipping rectangle partially overlaps the intermediate buffer, then its transferred images are clipped.

**RapidPLUS Function Equivalent**

`GDO1.buffer setClipRectPosX: <Integer> posY: <Integer> forBuffer: <Integer>`

**EGDOBUF\_setClipRectSizeWidth\_height\_forBuffer**

Specifies the dimensions of the buffer's clipping rectangle.

**Syntax**

```
void EGDOBUF_setClipRectSizeWidth_height_forBuffer_(EGDO *egdo,  
RINT width, RINT height, RINT bufNum);
```

**Parameters****Return Value**

None

**Remarks**

If the clipping rectangle is larger than the buffer, then the clipping rectangle is clipped.

**RapidPLUS Function Equivalent**

`GDO1.buffer setClipRectSizeWidth: <Integer> height: <Integer> forBuffer: <Integer>`

## EGDOBUF\_setClipRectx\_y\_width\_height\_forBuffer

Specifies the location and dimensions of the buffer's clipping rectangle.

### Syntax

```
void _setClipRectx_y_width_height_forBuffer_(EGDO *egdo, RINT x,  
RINT y, RINT width, RINT height, RINT bufNum);
```

### Parameters

#### Return Value

None

#### Remarks

If the clipping rectangle is placed entirely outside of the buffer then its dimensions and location are initialized to zero. No images will be transferred if it is the active buffer.

If the clipping rectangle partially overlaps the buffer, then the clipping rectangle itself is clipped.

#### RapidPLUS Function Equivalent

```
GDO1.buffer setClipRectx: <Integer> y: <Integer> width: <Integer> height:  
<Integer> forBuffer: <Integer>
```

## EGDOBUFsetDisplayBuffer

Specifies the active buffer.

### Syntax

```
void EGDOBUF_setDisplayBuffer_(EGDO *egdo, RINT bufNum);
```

### Parameters

#### Return Value

None

#### RapidPLUS Function Equivalent

```
GDO1.buffer setDisplayBuffer: <Integer>
```



## *GDL and Format Driver API*

This appendix describes the functions available through the graphic display library (GDL). This compiled library stands between the embedded graphic display objects (EGDOs) in the RapidPLUS task and the physical display devices used on the target platform. The library must be linked into the embedded system's executable image when a graphic display is used in the application.

As described in “Graphic Display Library” on pp. 6-49 to 6-50, the GDL is comprised of two API sets. The GDL API set comprises high-level, front-end functions that stand between the EGDO in the RapidPLUS task and the other embedded system tasks. The Format Driver (low-level GDL) function set comprises low-level functions that serve as a bridge between the high-level GDL functions and the low-level driver (which, in turns, stands between the Format Driver and the physical display device itself).

Although the GDL is a compiled library, you have access to its source code (in `\\CODEGEN\\gdlsrc`) so that you can modify its functions and recompile the library in order to suit your specific hardware device needs.

This appendix presents:

- GDL and Format Driver function error codes.
- GDL compilation defines.
- Lists of the API functions with brief descriptions.
- Detailed descriptions of the API functions.

## ERROR CODES

The following errors can be returned by the GDL and Format Driver functions:

VALUE	NAME	DESCRIPTION
0	GDL_OK	No error.
-1	GDL_ERROR	General error.
-2	GDL_NOSUPPORT	The hardware configuration does not support this function.
-3	GDL_OUTOFRANGE	There was an out-of-range error.
-4	GDL_NOTFOUND	A search operation conducted by the function was unsuccessful.
-5	GDL_NODC	Could not find the device context.
-6	GDL_NULLPOINTER	A pointer returned an unexpected NULL value.

## GDL COMPILATION DEFINES

When compiling the GDL source code, you can use the following define statement to enable debug verification tests.

#DEFINE	PURPOSE
<code>__GDL_DEBUG__</code>	Performs verification tests while compiling the GDL. ❖ <i>NOTE: Declaring this compiler #define significantly increases the GDL size. We recommend that you compile the final, debugged library <b>without</b> declaring the #define.</i>

## GDL AND FORMAT DRIVER API AT A GLANCE

The following tables list the functions of the GDL API, format driver API, and GDL integration API.

### GDL API

<b>NAME</b>	<b>PURPOSE</b>	<b>PAGE</b>
<i>GDL_clearDevice</i>	Clears the contents of the display.	p. G-8
<i>GDL_colorToBit</i>	Returns the bit value of the current draw color.	p. G-9
<i>GDL_delayMode</i>	Puts the intermediate buffer into updateOnRequest mode.	p. G-9
<i>GDL_drawArcCircle</i>	Draws an arc according to specified parameters.	p. G-9
<i>GDL_drawCircle</i>	Draws an empty circle.	p. G-10
<i>GDL_drawEllipse</i>	Draws an empty ellipse.	p. G-11
<i>GDL_drawFilledCircle</i>	Draws a filled circle.	p. G-11
<i>GDL_drawFilledEllipse</i>	Draws a filled ellipse.	p. G-12
<i>GDL_drawHorzLine</i>	Draws a horizontal line.	p. G-12
<i>GDL_drawLine</i>	Draws a line from a specified start point to a specified end point.	p. G-13
<i>GDL_drawLineTo</i>	Draws a line from the current position to a specified end point.	p. G-13
<i>GDL_drawStrXY</i>	Draws a string at a specified location on the intermediate buffer.	p. G-14
<i>GDL_drawVerLine</i>	Draws a vertical line.	p. G-14
<i>GDL_dump</i>	Dumps the EGDO screen to a text file.	p. G-14

<b>NAME</b>	<b>PURPOSE</b>	<b>PAGE</b>
<i>GDL_fillRectCoord</i>	Draws a filled rectangle of a specified size at a specified location on the intermediate buffer.	p. G-15
<i>GDL_fixArea</i>	Adjusts an area's parameters to fit into the intermediate buffer.	p. G-16
<i>GDL_fontSingleChar-Width</i>	Returns the character's width, in pixels.	p. G-16
<i>GDL_getPixel</i>	Returns the color of the specified pixel. (for backward compatibility only)	p. G-17
<i>GDL_immediateMode</i>	Sets the intermediate buffer to update immediately after each drawing function.	p. G-17
<i>GDL_pixelCoord</i>	Paints a specified pixel with the current draw color.	p. G-18
<i>GDL_putBitmap</i>	Draws a bitmap at a specified location on the intermediate buffer.	p. G-18
<i>GDL_putBitmapData</i>	Determines the area of the bitmap to be drawn, corrects the data if necessary, and calls the appropriate function for drawing the bitmap from the format driver in use.	p. G-19
<i>GDL_putTransBitmap</i>	Draws a bitmap at a specified location on the intermediate buffer replacing each pixel of the specified transparent color with the corresponding pixel from the intermediate buffer.	p. G-20
<i>GDL_putTransBitmap-Data</i>	Determines the area of the bitmap to be drawn, corrects the data if necessary, and calls the appropriate function for drawing the bitmap (depending on the bitmap type: normal or mono) from the format driver in use.	p. G-20

<b>NAME</b>	<b>PURPOSE</b>	<b>PAGE</b>
<i>GDL_rectCoord</i>	Draws an unfilled rectangle of a specified size at a specified location on the intermediate buffer.	p. G-21
<i>GDL_resetPalette</i>	Resets the display palette with the initial palette colors.	p. G-22
<i>GDL_reverseFrom</i>	Reverses the colors within a specified rectangular area on the intermediate buffer.	p. G-22
<i>GDL_setPaletteIndexRGB</i>	Sets the RGB values of the indexed color in the current palette.	p. G-23
<i>GDL_setWritingMode</i>	Sets the writing mode (normal, XOR, or reversed).	p. G-23
<i>GDL_update</i>	Updates the display from the intermediate buffer.	p. G-24
<i>GDL_updateAll</i>	Redraws the entire intermediate buffer on the display.	p. G-24
<i>GDL_updatePalette</i>	Updates the display palette with the colors of the current palette.	p. G-25
<i>GDL_useFont</i>	Changes the active font to a specified font object.	p. G-25

## Format Driver API

The names of the functions listed below are those used in the RapidPLUS-supplied, column-oriented format driver. The supplied row-oriented format driver uses slightly different names.

Except for the initialization function, you can change the function names.

<b>NAME</b>	<b>PURPOSE</b>	<b>PAGE</b>
<i>FD_CO_calcMethod</i>	Sets the calculate method for a specific buffer.	p. G-26
<i>FD_CO_clearDevice</i>	Clears the content of the specified buffer using the buffer's background color.	p. G-27
<i>FD_CO_drawBitmap</i>	Draws a bitmap on the specified buffer.	p. G-27
<i>FD_CO_drawHorzLine</i>	Draws a horizontal line at a specified location on the specified buffer in the buffer's draw color.	p. G-28
<i>FD_CO_drawMono- Bitmap</i>	Draws a font bitmap on the specified buffer.	p. G-29
<i>FD_CO_drawVerLine</i>	Draws a vertical line at a specified location on the specified buffer in the buffer's draw color.	p. G-30
<i>FD_CO_dump</i>	Appends the content of the specified buffer as text to the file <i>Gdldump.txt</i> .	p. G-30
<i>FD_CO_forceUpdate</i>	Copies to the display the part of the intermediate buffer that has changed since the last display update.	p. G-31
<i>FD_CO_getLegalColor</i>	Gets a color parameter and returns a legal color according to the number of bits for color. (for backward compatibility only)	p. G-32
<i>FD_CO_getPixel</i>	Gets the color of the specified pixel on the specified buffer. (for backward compatibility only)	p. G-32

<b>NAME</b>	<b>PURPOSE</b>	<b>PAGE</b>
<i>FD_CO_Init</i>	Connects the format driver to the driver API.	p. G-33
<i>FD_CO_putBitmap</i>	Calls the function <i>FD_CO_drawBitmap</i> , and sets <i>isTrans</i> = 0 and <i>transColor</i> = 0 in it.	p. G-34
<i>FD_CO_putMonoBitmap</i>	Calls the function <i>FD_CO_drawMonoBitmap</i> , and sets <i>isTrans</i> = 0 in it.	p. G-35
<i>FD_CO_putTransBitmap</i>	Calls the function <i>FD_CO_drawBitmap</i> , and sets <i>isTrans</i> = 1 in it.	p. G-36
<i>FD_CO_putTransMonoBitmap</i>	Calls the <i>FD_CO_drawMonoBitmap</i> function, and sets <i>isTrans</i> = 1 in it.	p. G-36
<i>FD_CO_resetPalette</i>	Sets the hardware device palette with the initial palette colors.	p. G-37
<i>FD_CO_reverseFrom</i>	Reverses the colors within a specified rectangular area in the specified buffer.	p. G-38
<i>FD_CO_setPaletteIndex- RGB</i>	Sets the modified RGB values for the indexed color in the current palette.	p. G-38
<i>FD_CO_setPixel</i>	Sets the color of the specified pixel in the specified buffer to the buffer's draw color. (for backward compatibility only)	p. G-39
<i>FD_CO_update</i>	Updates the coordinates of the smallest possible area that encloses all the changes made since the last update.	p. G-40
<i>FD_CO_updatePalette</i>	Sets the hardware device palette with the colors of the current palette.	p. G-40

## GDL Integration API

NAME	PURPOSE	PAGE
<i>GDL_initDC</i>	Initializes the device context register information.	p. G-41
<i>LGDL_init</i>	Connects the GDL to the low-level driver API.	p. G-41
<i>GDL_errorFunc</i>	Registers a callback error function with the GDL.	p. G-42

## USING THE GDL API

The GDL API functions are declared in `\\CODEGEN\\gdlsrc\\Gdl.h`.

### GDL\_clearDevice

Clears the intermediate buffer by setting all pixels to the background color.

#### Syntax

```
void GDL_clearDevice(GDL_DC *dc);
```

#### Parameters

*dc* Pointer to the device context to be cleared.

#### Return Value

None

#### Remarks

This function calls *FD\_CO\_clearDevice* (see p. G-27) and then *FD\_CO\_update* (see p. G-40).



## GDL\_colorToBit

Returns the bit representation of the current draw color.

### Syntax

```
GDL_colorToBit(dc)
```

### Parameters

*dc*                      Pointer to the device context.

### Return Value

Returns 1 (“on” color) or 0 (“off” color), depending on the value of the `currentColor` field in the device context.

## GDL\_delayMode

Puts the intermediate buffer into `updateOnRequest` mode, that is, the display is only updated when the `GDL_update` function (see p. G-24) is called.

### Syntax

```
void GDL_delayMode(GDL_DC *dc);
```

### Parameters

*dc*                      Pointer to the device context.

### Return Value

None

## GDL\_drawArcCircle

Draws an arc according to the specified parameters.

### Syntax

```
void GDL_drawArcCircle(GDL_DC *dc, int x, int y, int radius, int x1,  
int y1, int x2, int y2);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The circle's center point.
<i>radius</i>	The circle's radius.
<i>x1,y1</i>	Determine the arc's start point, which is the intersection of the circle and the radial line drawn from the circle center through point <i>x1,y1</i> .
<i>x2,y2</i>	Determine the arc's end point, which is the intersection of the circle and the radial line drawn from the circle center through point <i>x2,y2</i> .

**Return Value**

None

**GDL\_drawCircle**

Draws an empty circle according to the specified parameters.

**Syntax**

```
void GDL_drawCircle(GDL_DC *dc, int x, int y, int radius);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The circle's center point.
<i>radius</i>	The circle's radius.

**Return Value**

None

## GDL\_drawEllipse

Draws an empty ellipse according to the specified parameters.

### Syntax

```
void GDL_drawEllipse(GDL_DC *dc, int x, int y, int A, int B);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The ellipse center point.
<i>A</i>	The ellipse's horizontal radius.
<i>B</i>	The ellipse's vertical radius.

### Return Value

None

## GDL\_drawFilledCircle

Draws a filled circle according to the specified parameters.

### Syntax

```
void GDL_drawFilledCircle(GDL_DC *dc, int x, int y, int radius);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The circle's center point.
<i>radius</i>	The circle's radius.

### Return Value

None

## GDL\_drawFilledEllipse

Draws a filled ellipse according to the specified parameters.

### Syntax

```
void GDL_drawFilledEllipse(GDL_DC *dc, int x, int y, int A, int B);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The ellipse's center point.
<i>A</i>	The ellipse's horizontal radius.
<i>B</i>	The ellipse's vertical radius.

### Return Value

None

## GDL\_drawHorzLine

Draws a horizontal line according to the specified parameters.

### Syntax

```
void GDL_drawHorzLine(GDL_DC *dc, int x, int y, int len);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The line's start point.
<i>len</i>	The line length.

### Return Value

None

## GDL\_drawLine

Draws a line from the specified start point to the specified end point, inclusive.

### Syntax

```
void GDL_drawLine(GDL_DC *dc, int x1, int y1, int x2, int y2);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x1,y1</i>	Coordinates of the line's start point.
<i>x2,y2</i>	Coordinates of the line's end point.

### Return Value

None

## GDL\_drawLineTo

Draws a line from the draw pointer's current position (as defined in the EGDO's device context) to one pixel before the specified endpoint.

### Syntax

```
void GDL_drawLineTo(GDL_DC *dc, int x, int y);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The line is drawn to these coordinates, minus one.

### Return Value

None

### Remarks

The endpoint coordinates specified as input parameters in this function become the new current position in the device context.

## GDL\_drawStrXY

Draws a string on the intermediate buffer, character by character.

### Syntax

```
GDL_RV GDL_drawStrXY(GDL_DC *dc, int x, int y, char *msg);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The x,y coordinates of the string's upper-left corner on the display.
<i>msg</i>	Pointer to the string to display.

### Return Values

Returns GDL\_OUTOFRANGE if the string includes an out-of-range character; otherwise, returns GDL\_OK.

### Remarks

This function first gets the font height and the draw color. Then, for each character, it gets the character width; calls *FD\_CO\_putBitmap* (see p. G-34) for the character bitmap; and calls *FD\_CO\_update* (see p. G-40).

## GDL\_drawVerLine

Draws a vertical line according to the specified parameters.

### Syntax

```
void GDL_drawVerLine(GDL_DC *dc, int x, int y, int len);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The line's start point.
<i>len</i>	The line length.

### Return Value

None

## GDL\_dump

Dumps the EGDO screen as text to the end of the *gldump.txt* file.

**Syntax**

```
GDL_RV GDL_dump(GDL_DC * dc, const char * str);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>str</i>	Pointer to the label to precede the screen dump.

**Return Values**

If the file cannot be opened, returns `GDL_ERROR`; otherwise, returns `GDL_OK`.

**Remarks**

Only available if the `__GDL_DEBUG__` #define was declared when compiling the GDL source code. See “GDL Compilation Defines” on p. G-2.

Currently implemented for the DOS environment. You can modify the function in `\\CODEGEN\\gdlsrc\\gdl_dump.c` in order to adapt the implementation to other environments and/or formats.

**GDL\_fillRectCoord**

Draw a filled rectangle of the specified size at the specified location on the intermediate buffer.

**Syntax**

```
void GDL_fillRectCoord(GDL_DC *dc, int x, int y, int width, int height);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The x,y coordinates of the rectangle’s upper-left corner on the display.
<i>width, height</i>	The width and height of the rectangle on the display.

**Return Value**

None

**Remarks**

The implementation of this function is optimized for column-oriented drivers. For row-oriented drivers, it should be modified to call `FD_CO_drawHorzLine` (see p. G-12) instead. The function draws a vertical line for each column in the rectangle.

## GDL\_fixArea

Adjusts the area parameters to fit into the intermediate buffer. The function uses the pointers to change the parameter values.

### Syntax

```
int GDL_fixArea(const GDL_DC *dc, int *x, int *y, int *width,
int *height);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The x,y coordinates of the rectangle's upper-left corner on the virtual display.
<i>width, height</i>	Pointers to the rectangle's width and height.

### Return Values

- 0: if no fixing was required.
- 1: if some coordinates were changed.

## GDL\_fontSingleCharWidth

Returns the width in pixels of a character. If it is not a valid character, the font's default character width is returned.

### Syntax

```
GDL_RV GDL_FontSingleCharWidth(const GDL_Font *font, const GDLChar
*str, int *width);
```

### Parameters

<i>font</i>	Pointer to the font.
<i>str</i>	Pointer to the character (DBCS requires char array).
<i>width</i>	Pointer to the integer that holds the return value.

### Return Values

- GDL\_OK: All characters were valid.
- GDL\_NOTFOUND: There was at least one invalid character.



## GDL\_getPixel

❖ *NOTE: From RapidPLUS 8.0, this function exists for backward compatibility only.*

Gets the color of the specified pixel on the virtual display.

### Syntax

```
GDL_RV GDL_getPixel(GDL_DC *dc, int x, int y, unsigned long *pixelColor);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The x,y coordinates of the pixel on the virtual display.
<i>pixelColor</i>	Pointer to the pixel color.

### Return Values

If the pixel location is outside the display area, returns GDL\_OUTOF-RANGE; otherwise, returns GDL\_OK.

### Remarks

If the pixel coordinates point to a location outside the display area, the function does nothing. Otherwise, it calls *FD\_CO\_getPixel* (see p. G-32) to get the pixel color from the virtual display.

## GDL\_immediateMode

Sets the object's state to immediately update its appearance after each drawing function, without calling the *GDL\_update* function (see p. G-24).

### Syntax

```
void GDL_immediateMode(GDL_DC *dc);
```

### Parameters

<i>dc</i>	Pointer to the device context to be cleared.
-----------	--

### Return Value

None

## GDL\_pixelCoord

Draws a pixel on the display with the current draw color.

### Syntax

```
void GDL_pixelCoord(GDL_DC *dc, int x, int y);
```

### Parameters

<i>dc</i>	Pointer to the device context to be cleared.
<i>x,y</i>	The pixel's coordinates.

### Return Values

If the pixel location is outside the display area, returns GDL\_OUTOFRANGE; otherwise, returns GDL\_OK.

### Remarks

If the pixel coordinates point to a location outside the display area, the function does nothing. Otherwise, it calls *GDL\_colorToBit* (see p. G-9) to calculate the current color's bit value; *FD\_CO\_setPixel* (see p. G-39) to draw the pixel; and *FD\_CO\_update* (see p. G-40).

## GDL\_putBitmap

Draws a bitmap on the intermediate buffer.

### Syntax

```
void GDL_putBitmap(GDL_DC *dc, int x, int y, GDL_Bitmap *bitmap);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	Coordinates of the bitmap's upper-left corner on the display.
<i>bitmap</i>	Pointer to the bitmap to display.

### Return Value

None

### Remarks

This function calls the function *GDL\_putBitmapData*.

## GDL\_putBitmapData

Determines the area of the bitmap to be drawn, corrects the data if necessary, and calls the appropriate function for drawing the bitmap from the format driver in use.

### Syntax

```
static void GDL_putBitmapData(GDL_DC *dc, int x, int y, int width,  
int height, const uchar *bitmap, uchar bitmapType, uchar format);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	Coordinate of the rectangle's upper-left corner on the display.
<i>width, height</i>	Width and height of the rectangle on the display.
<i>bitmap</i>	Pointer to the bitmap to display.
<i>bitmapType</i>	Type of bitmap to be displayed: normal or mono.
<i>format</i>	Specifies a data type, as listed on p. 6-37.

### Return Value

None

### Remarks

This function calls *FD\_CO\_putBitmap* (see p. G-34) and *FD\_CO\_update* (see p. G-40).

## GDL\_putTransBitmap

Draws a bitmap at a specified location on the intermediate buffer replacing each pixel of the specified transparent color with the corresponding pixel from the intermediate buffer.

### Syntax

```
void GDL_putTransBitmap(GDL_DC *dc, int x, int y, const GDL_Bitmap *bitmap, unsigned long transColor);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	Coordinates of the bitmap's upper-left corner on the display.
<i>bitmap</i>	Pointer to the bitmap to display.
<i>transColor</i>	Value of the transparent color.

### Return Value

None

### Remarks

This function calls the function *GDL\_putTransBitmapData*.

## GDL\_putTransBitmapData

Determines the area of the bitmap to be drawn, corrects the data if necessary, and calls the appropriate function for drawing the bitmap (depending on the bitmap type: normal or mono) from the format driver in use.

### Syntax

```
static void GDL_putTransBitmapData(GDL_DC *dc, int x, int y, int width, int height, const uchar *bitmap, unsigned long transColor, uchar bitmapType, uchar format);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	Coordinate of the rectangle's upper-left corner on the display.
<i>width, height</i>	The width and height of the rectangle on the display.
<i>bitmap</i>	Pointer to the bitmap to display.
<i>transColor</i>	Value of the transparent color.
<i>bitmapType</i>	Type of bitmap to be displayed: mono or normal.
<i>format</i>	Specifies a data type, as listed on p. 6-37.

**Return Value**

None

**Remarks**

This function calls *FD\_CO\_putTransMonoBitmap* (see p. G-36) or *FD\_CO\_putTransBitmap* (see p. G-36) depending on the bitmap type and *FD\_CO\_update* (see p. G-40).

**GDL\_rectCoord**

Draws an unfilled rectangle of the specified size at the specified location on the intermediate buffer.

**Syntax**

```
void GDL_rectCoord(GDL_DC *dc, int x, int y, int width, int height);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x,y</i>	The <i>x,y</i> coordinates of the rectangle's upper-left corner on the display.
<i>width, height</i>	The width and height of the rectangle on the display.

**Return Value**

None

**Remarks**

Draws the rectangular border at the specified location and the specified size by calling the functions *FD\_CO\_drawHorzLine* (see p. G-28) and *FD\_CO\_draw-VerLine* (see p. G-30).

## GDL\_resetPalette

Resets the display palette with the initial palette colors.

### Syntax

```
GDL_RV GDL_resetPalette(GDL_DC *dc);
```

### Parameters

*dc* Pointer to the device context.

### Return Value

None

### Remarks

This function calls *FD\_CO\_resetPalette* (see p. G-37).

## GDL\_reverseFrom

Reverses the colors inside a defined rectangular area on the intermediate buffer.

### Syntax

```
GDL_RV GDL_reverseFrom(GDL_DC *dc, int x, int y, int width, int height);
```

### Parameters

*dc* Pointer to the device context.

*x,y* The x,y coordinates of the area's upper-left corner on the display.

*width, height* The width and height of the area on the display.

### Return Value

Returns GDL\_NOSUPPORT if IB is not part of the driver setting in the device context; otherwise, returns GDL\_OK.

### Remarks

This function calls *FD\_CO\_reverseFrom* (see p. G-38) and then *FD\_CO\_update* (see p. G-40).

## GDL\_setPaletteIndexRGB

Sets the RGB values of the indexed color in the current palette.

### Syntax

```
void GDL_setpaletteIndexRGB(GDL_DC *dc, unsigned int index, unsigned
int red, unsigned int green, unsigned int blue);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>index</i>	An integer indicating the color to be updated.
<i>red</i>	The value of the R(ed) component in the color.
<i>green</i>	The value of the G(reen) component in the color.
<i>blue</i>	The value of the B(lue) component in the color.

### Return Value

None

### Remarks

This function calls *FD\_CO\_setPaletteIndexRGB* (see p. G-38).

## GDL\_setWritingMode

Sets the intermediate buffer writing mode to normal, reverse, or XOR.

### Syntax

```
void GDL_setWritingMode(GDL_DC *dc, GDLwritingMode mode);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>mode</i>	A constant, which defines the writing mode.

### Return Value

None

## GDL\_update

Updates the display from the intermediate buffer (if any).

### Syntax

```
void GDL_update(GDL_DC *dc);
```

### Parameters

*dc*                      Pointer to the device context.

### Return Value

None

### Remarks

Calls the function *FD\_CO\_forceUpdate* (see p. G-31).

## GDL\_updateAll

Redraws the entire intermediate buffer on the display.

### Syntax

```
void GDL_updateAll(GDL_DC *dc);
```

### Parameters

*dc*                      Pointer to the device context.

### Return Value

None

### Remarks

Calls the function *FD\_CO\_forceUpdate* (see p. G-31), redrawing the entire intermediate buffer, as opposed to *GDL\_update* (see p. G-24), which only redraws the rectangular area that encloses all changes made since the last call to *GDL\_update*.



## GDL\_updatePalette

Updates the display palette with the colors of the current palette.

### Syntax

```
void GDL_updatePalette(GDL_DC *dc);
```

### Parameters

*dc* Pointer to the device context.

### Return Value

None

### Remarks

This function calls *FD\_CO\_updatePalette* (see p. G-40).

## GDL\_useFont

Changes the active font to a new font.

### Syntax

```
void GDL_useFont(GDL_DC *dc, GDL_Font *font);
```

### Parameters

*dc* Pointer to the device context.

*font* Pointer to the font object.

### Return Value

None

### Remarks

Sets the font pointer in the device context to the font object.

## USING THE FORMAT DRIVER API

The API functions are declared in *fd\_co.h*, *fd\_ro.h*, *fd\_tc24.h* and *fd\_gen.h* in the `\\CODEGEN\fdscr` subfolders.

---

---

### Function names and order

The names of the functions listed below are those used in the supplied, column-oriented format driver. The other supplied format drivers uses slightly different names. Except for the initialization function, you can change function names, but **you must keep their order in the structure of the initialization function.**

---

---

### FD\_CO\_calcMethod

Sets the calculate method of the device context for a specific buffer to one of the following methods:

- `FD_CO_calcMethodOR`  
(not yet implemented in RapidPLUS simulation).
- `FD_CO_calcMethodAND`  
(not yet implemented in RapidPLUS simulation).
- `FD_CO_calcMethodXOR`.
- `FD_CO_calcMethodRev`.
- `FD_CO_calcMethodNormal`.

#### Syntax

```
void FD_CO_calcMethod(GDL_DC *dc, char method);
```

#### Parameters

<i>dc</i>	Pointer to the device context.
<i>method</i>	The method of operation.

#### Return Value

None

## FD\_CO\_clearDevice

Clears the content of the device context buffer using the device context's background color.

### Syntax

```
void FD_CO_clearDevice(GDL_DC *dc);
```

### Parameters

*dc* Pointer to the device context.

### Return Value

None

### Remarks

The implementation of this function is device dependent.

## FD\_CO\_drawBitmap

Draws a bitmap on the device context buffer.

### Syntax

```
static void FD_CO_drawBitmap(GDL_DC *dc, int x, int y, int width,  
int height, int Bx, int By, int Bwidth, int Bheight, unsigned char  
*bitmap, uchar transColor, uchar isTrans);
```

### Parameters

*dc* Pointer to the device context.

*x, y* Upper-left pixel coordinates of the draw location on the device context buffer.

*width, height* Dimensions of the draw area on the device context buffer.

*Bx, By* Coordinates of the bitmap's upper-left pixel.

*Bwidth, Bheight* Dimensions of the bitmap.

*bitmap* Pointer to the bitmap data.

*transColor* Value of the transparent color.

*isTrans* Indicates if the bitmap is transparent.

**Return Value**

None

**Remarks**

If the bitmap is of the transparent type, the algorithm replaces each transparent color pixel with the corresponding pixel from the device context buffer. Otherwise, the algorithm draws each pixel of the bitmap. The algorithm is generic, and applies to all four color-depth options.

The implementation of this function is device dependent.

**FD\_CO\_drawHorzLine**

Draws a horizontal line on the device context buffer in the device context draw color.

**Syntax**

```
void FD_CO_drawHorzLine(GDL_DC *dc, int x, int y, int len);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Upper-left pixel coordinates of the draw location on the device context buffer.
<i>len</i>	Length in pixels of the line to be drawn.

**Return Value**

None

**Remarks**

The implementation of this function is device dependent.

## FD\_CO\_drawMonoBitmap

Draws a font bitmap on the device context buffer.

### Syntax

```
static void FD_CO_drawMonoBitmap(GDL_DC *dc, int x, int y, int width, int height, int Bx, int By, int Bwidth, int Bheight, unsigned char *bitmap, uchar transColor, uchar isTrans);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Upper-left pixel coordinates of the draw location on the device context buffer.
<i>width, height</i>	Dimensions of the draw area on the device context buffer.
<i>Bx, By</i>	Coordinates of the bitmap's upper-left pixel.
<i>Bwidth, Bheight</i>	Dimensions of the bitmap.
<i>bitmap</i>	Pointer to the bitmap data.
<i>isTrans</i>	Indicates if bitmap is transparent.

### Return Value

None

### Remarks

If the bitmap is of the transparent type, the algorithm replaces each background color pixel with the corresponding pixel from the buffer. Otherwise, the algorithm draws each pixel of the bitmap. The algorithm is generic, and applies to all four color-depth options.

The implementation of this function is device dependent.

## FD\_CO\_drawVerLine

Draws a vertical line on the device context buffer in the device context draw color.

### Syntax

```
void FD_CO_drawVerLine(GDL_DC *dc, int x, int y, int len);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Upper-left pixel coordinates of the draw location on the device context buffer.
<i>len</i>	Length in pixels of the line to be drawn.

### Return Value

None

### Remarks

The implementation of this function is device dependent.

## FD\_CO\_dump

Dumps the content of the device context buffer as text to the end of the file *Gdldump.txt*.

### Syntax

```
int FD_CO_dump(GDL_DC *dc, const char *str);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>str</i>	Pointer to the label to precede the dump.

### Return Value

If the file cannot be opened, returns GDL\_ERROR; otherwise, returns GDL\_OK.

**Remarks**

Available only if the `_GDL_DEBUG_` #define was declared when compiling the GDL source code. See “GDL Compilation Defines” on p. G-2.

Currently implemented for the DOS environment. You can modify the function in `\\CODEGEN\\fdsrc\\FdRo\\FdRoDump.c` or `\\CODEGEN\\fdsrc\\FdCo\\FdCoDump.c` in order to adapt the implementation to other environments and/or formats.

We created a separate file for the dump function, so that it can be excluded from the compilation when the debugging process is completed. However, you may choose to include the debug function in your format driver file.

**FD\_CO\_forceUpdate**

Updates the display from the intermediate buffer (if any).

**Syntax**

```
void FD_CO_forceUpdate(GDL_DC *dc, int x, int y, int width, int height);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Coordinates of the upper-left pixel of the area to be copied.
<i>width, height</i>	Dimensions of the area to be copied.

**Return Value**

None

**Remarks**

This function assumes that the area to be copied from the intermediate buffer is within the display area.

## FD\_CO\_getLegalColor

- ❖ *NOTE: From RapidPLUS 8.0, the RapidPLUS graphic library does not call this function. It exists for internal use and backward compatibility.*

Gets a color parameter and returns a legal color according to the number of bits for color.

### Syntax

```
unsigned long FD_CO_getLegalColor(GDL_DC *dc, unsigned long color);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>color</i>	A number comprised of the RGB color values.

### Return Value

A color value.

### Remarks

The implementation of this function is device dependent.

A palette-based format driver checks whether the color is between 1 and the number of colors. If it is not in this range, the return value will be either 1 for values less than 1 or the upper limit for values greater than the upper limit.

A true color format driver can limit the color to the number of bits per pixel supported by the format driver. It can also change the order of the RGB components of the color depending on the configuration of the display hardware.

## FD\_CO\_getPixel

- ❖ *NOTE: From RapidPLUS 8.0, this function exists for backward compatibility only.*

Gets the color of the specified pixel on the specified device context buffer.

### Syntax

```
char FD_CO_getPixel(GDL_DC *dc, int x, int y);
```



**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Coordinates of the pixel.

**Return Value**

The color value of the specified pixel.

**Remarks**

The implementation of this function is device dependent.

**FD\_CO\_Init**

Connects the format driver to the driver API.

**Syntax**

```
void FD_CO_Init(GDL_DC *dc);
```

**Parameters**

<i>formatDriver- Func</i>	Structure of the function pointers.  ❖ <i>NOTE: Although you can change the names of the functions in the structure, you must keep their order in the structure as shown in Remarks.</i>
-------------------------------	--

**Return Value**

None

**Remarks**

The string that precedes the string “\_Init” in the function name is the value to be returned by *getFunctionName* of the format driver DLL (see p. 6-34).

The structure of the function pointers is as follows:

```
GDLFormatDriverFunc  FormatDriverFunc =
{
  FD_CO_updatePalette ,
  FD_CO_resetPalette,
  FD_CO_setPaletteIndexRGB,
  FD_CO_blueFromColor,
  FD_CO_greenFromColor,
  FD_CO_redFromColor,
  FD_CO_colorFromRGB,
  FD_CO_dump,
  FD_CO_setPixel,
  FD_CO_getPixel,
```

```
FD_CO_putTransBitmap,  
FD_CO_putBitmap,  
FD_CO_putTransMonoBitmap,  
FD_CO_putMonoBitmap,  
FD_CO_putCompBitmap,  
FD_CO_update,  
FD_CO_forceUpdate,  
FD_CO_reverseFrom,  
FD_CO_clearDevice,  
FD_CO_drawVerLine,  
FD_CO_drawHorzLine,  
FD_CO_calcMethod  
};
```

## FD\_CO\_putBitmap

Calls the function *FD\_CO\_drawBitmap*.

### Syntax

```
void FD_CO_putBitmap(GDL_DC *dc, int x, int y, int width, int  
height, int Bx, int By, int Bwidth, int Bheight, const uchar *bitmap,  
uchar format);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Upper-left pixel coordinates of the draw location on the device context buffer.
<i>width, height</i>	Dimensions of the draw area on the buffer.
<i>Bx, By</i>	Coordinates of the bitmap's upper-left pixel.
<i>Bwidth, Bheight</i>	Dimensions of the bitmap.
<i>bitmap</i>	Pointer to the bitmap data.
<i>format</i>	Specifies a data type, as listed on p. 6-37.

### Return Value

None

### Remarks

Sets *isTrans* = 0 and *transColor* = 0 in *FD\_CO\_drawBitmap*.

## FD\_CO\_putMonoBitmap

Calls the function *FD\_CO\_drawMonoBitmap*.

### Syntax

```
void FD_CO_putMonoBitmap(GDL_DC *dc, int x, int y, int width, int height, int Bx, int By, int Bwidth, int Bheight, const uchar *bitmap, uchar format);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Upper-left pixel coordinates of the draw location on the device context buffer.
<i>width, height</i>	Dimensions of the draw area on the buffer.
<i>Bx, By</i>	Coordinates of the bitmap's upper-left pixel.
<i>Bwidth, Bheight</i>	Dimensions of the bitmap.
<i>bitmap</i>	Pointer to the bitmap data.
<i>format</i>	Specifies a data type, as listed on p. 6-37.

### Return Value

None

### Remarks

Sets *isTrans* = 0 in *FD\_CO\_drawMonoBitmap* (see p. G-29).

## FD\_CO\_putTransBitmap

Calls the function *FD\_CO\_drawBitmap*.

### Syntax

```
void FD_CO_putTransBitmap(GDL_DC *dc, int x, int y, int width, int height, int Bx, int By, int Bwidth, int Bheight, const uchar *bitmap, uchar transColor, uchar format);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Upper-left pixel coordinates of the draw location on the device context buffer.
<i>width, height</i>	Dimensions of the draw area on the buffer.
<i>Bx, By</i>	Coordinates of the bitmap's upper-left pixel.
<i>Bwidth, Bheight</i>	Dimensions of the bitmap.
<i>bitmap</i>	Pointer to the bitmap data.
<i>transColor</i>	Value of the transparent color.
<i>format</i>	Specifies a data type, as listed on p. 6-37.

### Return Value

None

### Remarks

Sets *isTrans* = 1 in *FD\_CO\_drawBitmap*.

## FD\_CO\_putTransMonoBitmap

Calls the function *FD\_CO\_drawMonoBitmap*.

### Syntax

```
void FD_CO_putTransMonoBitmap(GDL_DC *dc, int x, int y, int width, int height, int Bx, int By, int Bwidth, int Bheight, const uchar *bitmap, uchar format);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Upper-left pixel coordinates of the draw location on the device context buffer.
<i>width, height</i>	Dimensions of the draw area on the buffer.
<i>Bx, By</i>	Coordinates of the bitmap's upper-left pixel.
<i>Bwidth, Bheight</i>	Dimensions of the bitmap.
<i>bitmap</i>	Pointer to the bitmap data.
<i>format</i>	Specifies a data type, as listed on p. 6-37.

**Return Value**

None

**Remarks**

Sets `isTrans = 1` in `FD_CO_drawMonoBitmap` (see p. G-29).

**FD\_CO\_resetPalette**

Sets the hardware device palette with the initial palette colors.

**Syntax**

```
void FD_CO_resetPalette(GDL_DC *dc);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
-----------	--------------------------------

**Return Value**

None

**Remarks**

For compatibility with the RapidPLUS simulation, this function should copy the initial palette into the current palette, and from the current palette into the hardware device palette. In `updateOnRequest` mode, resetting the palette should be followed by a call to `FD_CO_update` (see p. G-40) in order to refresh the display with any changes made since the previous refresh.

## FD\_CO\_reverseFrom

Reverses the colors within a specified area on the device context buffer.

### Syntax

```
void FD_CO_reverseFrom(GDL_DC *dc, int x, int y, int width, int height);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Coordinates of the upper-left pixel of the buffer area to be color reversed.
<i>width, height</i>	Dimensions of the device context buffer area to be color reversed.

### Return Value

None

### Remarks

Color reversal is performed by assigning the value 1 to each bit with the value 0, and vice versa. This function assumes that the area to be color reversed is within the display area.

The implementation of this function is device dependent.

## FD\_CO\_setPaletteIndexRGB

Sets the updated RGB values for the indexed color in the current hardware palette (see Remarks).

### Syntax

```
void FD_CO_setPaletteIndexRGB(GDL_DC *dc, unsigned int index, unsigned int red, unsigned int green, unsigned int blue);
```

### Parameters

<i>dc</i>	Pointer to the device context.
<i>index</i>	An integer indicating the color to be updated.
<i>red</i>	The value of the R(ed) component in the color.
<i>green</i>	The value of the G(reen) component in the color.
<i>blue</i>	The value of the B(lue) component in the color.

**Return Value**

None

**Remarks**

For compatibility with the RapidPLUS simulation, you should keep a current palette which is independent of the hardware palette.

Color changes are made to the current palette and update the hardware palette only after *FD\_CO\_updatePalette* (see p. G-40) has been called.

**FD\_CO\_setPixel**

❖ *NOTE: From RapidPLUS 8.0, this function exists for backward compatibility only.*

Sets the pixel color to the draw color of the device context.

**Syntax**

```
void FD_CO_setPixel(GDL_DC *dc, int x, int y, uchar colorPixel);
```

**Parameters**

<i>dc</i>	Pointer to the device context.
<i>x, y</i>	Coordinates of the pixel.
<i>colorPixel</i>	Color of the pixel.

**Return Value**

None

**Remarks**

The implementation of this function is device dependent.

## FD\_CO\_update

Updates the display from the intermediate buffer.

### Syntax

```
void FD_CO_update(GDL_DC *dc);
```

### Parameters

*dc* Pointer to the device context.

### Return Value

None

### Remarks

Calls the function *FD\_CO\_forceUpdate* (see p. G-31).

## FD\_CO\_updatePalette

Sets the hardware device palette with the updated colors of the current palette values.

### Syntax

```
void FD_CO_updatePalette((GDL_DC *dc);
```

### Parameters

*dc* Pointer to the device context.

### Return Value

None

### Remarks

For compatibility with the RapidPLUS simulation, this function should be implemented as follows: First, check if the current palette has been updated since the last refresh of the display. If not, do nothing. Otherwise, update the colors of the hardware device palette with the colors of the current palette, and in updateOnRequest mode call *FD\_CO\_update* to refresh the display with any changes made since the last refresh.



## USING THE INTEGRATION API

### GDL\_initDC

Called by the user code after initializing but before starting the RapidPLUS task, this function initializes the device context's register information—thus connecting the EGDO to the GDL.

#### Syntax

```
GDL_RV GDL_initDC (GDL_DC *dc, int hid);
```

#### Parameters

<i>dc</i>	Pointer to the device context.
<i>hid</i>	Hardware ID.

#### Return Value

Returns GDL\_NOTFOUND on error (see Remarks); otherwise, returns GDL\_OK.

#### Remarks

The function searches the hardware registration array (hwInfo) for *hid*. If *hid* is found, the function sets the pointer in the device context to that registration information record; otherwise, returns an error.

### LGDL\_init

Connects the GDL to the low-level driver APIs.

#### Syntax

```
void LGDL_init(GDLhwRegInfo * arr, int num);
```

#### Parameters

<i>arr</i>	Pointer to the array of hardware registration information, one entry per hardware device.
<i>num</i>	The array size.

#### Return Value

None

#### Remarks

The function, which must be called before initializing the RapidPLUS task, stores the low-level driver initialization information.

## **GDL\_errorFunc**

Registers a callback error function with the GDL.

### **Syntax**

```
void GDL_errorFunc(void (*perr)(int));
```

### **Parameters**

A pointer to the callback function. See Remarks.

### **Return Value**

None

### **Remarks**

This function should be called after calling *LGDL\_init* (see above).

The callback function should have the syntax `void function(int)`, where *int* is the GDL error number.

## *Driver Examples*

The embedded system integrator has to write a low-level driver that links the system's physical display device(s) with the RapidPLUS-supplied graphic display library. The API to be implemented in the driver is described in "Driver API" on p. 6-45.

During installation, two low-level driver files are copied to the folder `\CODEGEN\drv_exmp`. These drivers demonstrate possible ways of implementing the *bitBlt* function for different systems. They are examples only, and will probably have to be modified for each system. The following table summarizes the various implementations of the *bitBlt* function demonstrated by these drivers:

<b>FILE</b>	<b>DESCRIPTION</b>
<i>rwbltdrv.c</i>	<p>Example of a bitBlt function for a device that uses display memory (like a PC). It assumes that the display memory is in the RapidPLUS default bitmap format:</p> <ul style="list-style-type: none"> <li>• Byte <math>\equiv</math> row of 8 pixels</li> <li>• Row-oriented</li> <li>• Left-to-right</li> <li>• Top-to-bottom</li> </ul>
<i>clbltdrv.c</i>	<p>Same as <i>rwbltdrv.c</i>, except</p> <ul style="list-style-type: none"> <li>• Byte <math>\equiv</math> column of 8 pixels</li> </ul>



## Compilation Defines

This appendix describes the RapidPLUS compilation define flags. When compiling the relevant source code, you can use the following defines in order to enable various features and functions.

# DEFINE	PURPOSE
<code>__ALL_PASSES</code>	Used only to build the debug libraries. It builds an <i>.obj</i> file for each <i>.c</i> file.
<code>__BORLANDC__</code>	Used in the dump format driver files in order to include the file <i>stdio.h</i> . This define is required only when a compiler other than Borland® is used. The compiler must have a library with the file <i>stdio.h</i> which supports the same functions as the Borland <i>stdio.h</i> file.
<code>__Debug_Methods__</code>	Used in generated files but never declared. Use this define in debug projects, where it allows additional testing of application functionality.
<code>__GDL_DEBUG__</code>	Performs verification tests while compiling the GDL. <ul style="list-style-type: none"> <li>❖ <i>NOTE: Use of this compiler define significantly increases the GDL size. We recommend that you compile the final, debugged library <b>without</b> this define.</i></li> </ul>

# D EFIN E	P U R P O S E
<code>__NO_USE_FLOAT__</code>	<p>Must be used with a special library where RFLOAT type is treated as long, and where there are no references to a floating-point library.</p> <p>❖ <i>NOTE: Never declare for projects using floating-point library features.</i></p>
<code>__PASS1...__PASS10</code>	<p>These defines are used only to build the runtime libraries. Each define builds an <i>.obj</i> file for the corresponding function group. A function group consists of a single externally-called function and all the internal functions it uses.</p>
<code>__RAPID_DEBUG__</code>	<p>Defined in the generated header file of the main application if the option “Enable runtime debugging” was selected for generating the code. Special libraries containing runtime debug code must be used to build the project. In user-supplied interface code this define must be used before any RapidPLUS headers are included.</p> <p>❖ <i>NOTE: Never declare for runtime projects, which should not contain debug methods.</i></p>
<code>__RAPID_MALLOC__</code>	<p>Must be defined and used together with a special Malloc library when building a project using dynamic memory allocation features (<i>Holder holdNew</i>).</p>
<code>_R_UNICODE</code>	<p>Must be defined and used together with a special Unicode library when building a Unicode project.</p> <p>❖ <i>NOTE: Never declare for projects with single-byte and double-byte text systems.</i></p>

# *Description of Example Application*

In order to illustrate code generation design issues described in Chapter 2: “Application Design Guidelines” we built an imaginary cell phone.

This appendix presents:

- A description of the system specifications.
- A description of a RapidPLUS application (*Telefone.rpd*) that models the system specifications but which is not oriented towards code generation.

The application is located in \Applics\Cg\_demo\RapidApp. Feel free to explore it in RapidPLUS.

## **THE SYSTEM REQUIREMENTS**

Refer to the RapidPLUS Object Layout image on p. J-5 for identification of the system parts described below.

### **Powering On and Off**

The on/off switch powers the system on and off. At power on, the “Welcome” message is displayed for two seconds, after which the system enters a standby mode. The power lamp is lit while the power switch is in the ON position.

## Display

The display area comprises four lines. Each line can hold up to ten characters.

- First line: reserved for displaying icons.
- Second and third lines: comprise the text display—for messages or for the number being entered via the keypad.
- Fourth line: displays the current time (hours, minutes, and seconds).

## Entering and Clearing Data via the Keypad

The keypad comprises ten numeric pushbuttons (0 through 9) and two multi-function pushbuttons (SND/TALK and CLR/END).

In standby mode (when the text display shows the e-Sim logo and the cell phone number), the user can enter an outgoing number via the keypad. The first press of a numeric key clears the standby message and displays the key's numeric value in the text display. Each subsequent key press appends the key's face value to the display. A delay of 5 seconds during which no key is pressed takes the system back to standby mode. Each key press is accompanied by a short tone.

Entering more than 20 numbers takes the system to overflow mode. The message "Overflow" is displayed for 2 seconds, after which the dial string is redisplayed. Each press on a numeric key redisplayes the Overflow message and sounds an overflow beep (three modulated 50-millisecond beeps).

Pressing the CLR/END button for less than two seconds deletes the last number entered. A long press (more than two seconds) clears the number and returns the system to standby mode. Similarly, after the last digit is cleared from the display, the system returns to standby mode.

## Sending and Ending an Outgoing Call

To initiate an outgoing call based on the number entered via the keypad, press the SND/TALK button. The network returns the RSSI value. If the RSSI value is greater than 0, then the network waits for the other party to answer (simulated by pressing the Answer button on the network simulation panel). If there is no answer after four rings, an appropriate message is displayed on the telephone and the system returns to standby mode. If the call is answered, the Call icon begins to flash and the Talking LED blinks on the network simulation panel.

Either the sender or the receiver can end the call (and return the telephone to standby mode). On the telephone side, press CLR/END; on the network side, press the End button on the simulation panel.



## Receiving and Ending an Incoming Call

The system can receive incoming calls when it is in standby mode. When an incoming call is received (simulated by pressing the Incoming Call pushbutton on the network simulation panel), and the RSSI value is greater than zero, the message “Call from <name of caller>” is displayed in the text display area and the Call icon lights up.

To reject the call and return to standby mode, press the CLR/END button. To accept the call, press the SND/TALK button. The Talking LED lights up on the simulation panel and the Call icon flashes on the display. until you end the call by pressing the CLR/END button.

Either the sender or the receiver can end the call (and return the telephone to standby mode). On the telephone side, press CLR/END; on the network side, press the End button on the simulation panel.

If the RSSI value is zero when an incoming call is initiated, a message pops up that the call cannot be processed because there is no link. The system returns to standby mode.



## System Message Strings

The system displays the following messages in the text display area:

<b>MESSAGE</b>	<b>WHEN DISPLAYED</b>
<i>Welcome...</i>	At power on, for two seconds.
<i>e-SIM logo</i> <i>Phone number</i> <i>Current time</i>	While the system is in standby mode.
<i>Overflow</i>	When dialing, more than 20 digits have been inputted.
<i>Sorry no link</i>	An outgoing call has been sent , but the RSSI value is 0.
<i>Sorry, no answer</i>	An outgoing call has been sent, the RSSI value is greater than 0, but the receiving party does not answer after four rings.
<i>Call from</i> <i>&lt;name of caller&gt;</i>	An incoming call has been initiated.

## Icons

The system displays the following icons:

ICON	STATE	WHEN DISPLAYED
	On	An incoming or outgoing call has been initiated.
<i>(Call icon)</i>	Blinking	The outgoing or incoming call has been answered.
	Off	The RSSI value is 0 so no bar graphic is displayed.
<i>(RSSI icon)</i>	On	The RSSI value is between 1 and 5 and a bar graph of varying levels is displayed.

## Tones

The system emits four different tones:

- **Outgoing call:** a modulated 900-millisecond (500 Hz) tone that sounds three times after an outgoing call has been initiated (providing the RSSI value is greater than 0).
- **Incoming call:** a modulated 900-millisecond (250 Hz) tone that sounds from the time an incoming call has been initiated until the call has been either accepted or rejected.
- **Keypress:** Sounds for 100 milliseconds (500 Hz) when a numeric key is pressed and there are less than 20 digits on the cell phone display.
- **Overflow:** a modulated 50-millisecond (500 Hz) tone that sounds when a numeric key is pressed after there are already 20 digits on the cell phone display.

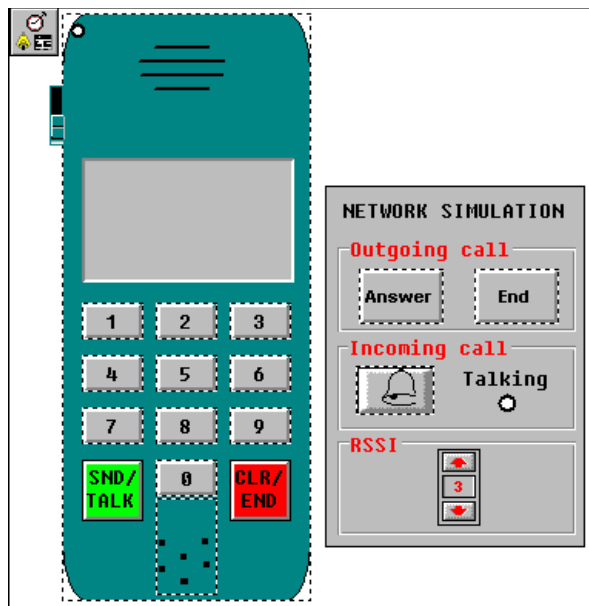
## THE RAPIDPLUS APPLICATION

In \Applic\Cg\_demo\RapidApp, you can find a RapidPLUS application named *Telephone.rpd*. This application is a fully functioning prototype of the system described above, where all objects and logic are part of the application itself. In other words, it does **not** make use of user objects. A description of the application's objects and logic is presented in this section.

### Objects

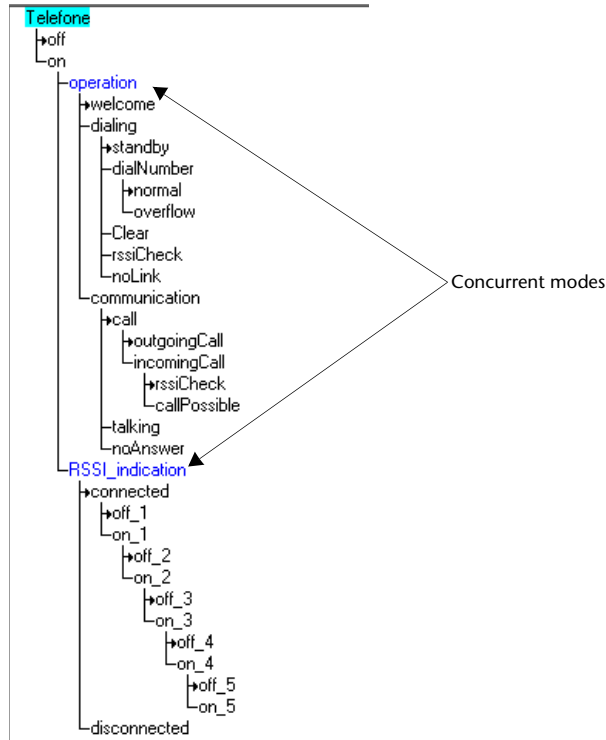
The following illustration shows the RapidPLUS application in the Object Layout, as per the system requirements. The Network Simulation panel serves the following simulation purposes:

- Sets the RSSI value.
- Initiates an incoming call and provides the name of the caller.
- Answers outgoing calls.
- Ends conversations (whether they were outgoing or incoming calls).



## Modes

The RapidPLUS application has the following mode tree:



The application logic works as described below.

- Clicking the power switch triggers the transition from **off** to **on** mode (and vice versa).
- The power lamp lights up upon entry to **on** mode (and turns off upon exit).
- As a mode activity of **on** mode, a one-second timer tick updates the time object and the current time is displayed.

## In the Concurrent Mode “operation”

- A two-second timer tick triggers the transition from welcome to **dialing\standby**.
- There are two transitions from **standby** mode:
  - Pressing the Incoming Call pushbutton triggers a transition to **incomingCall**.
  - Pressing any numeric key triggers a transition to **dialNumber\normal**.
- In **incomingCall** mode, the default **rsiCheck** mode has two external transitions. If the RSSI value is zero (that is, disconnected), the transition to **standby** mode is triggered. If the RSSI value is not zero, then the transition to **callPossible** mode is triggered. In that mode, the Call icon lights up (an activity of the parent mode call) and the incoming call tone sounds. Pressing CLR/END triggers a transition to **standby** mode. Pressing SND/TALK triggers a transition to **talking** mode. The Call icon blinks on the telephone display and the Talking LED lights up on the simulation panel.
- In **dialNumber\normal** mode, pressing a numeric key triggers an internal transition that sounds a keyPress beep and appends the number to the display. Pressing CLR/END triggers a transition to **Clear** mode, while pressing SND/TALK triggers a transition to **rsiCheck**. Trying to dial more than 20 numbers triggers a transition to **dialNumber\overflow mode**.
- Upon entry to **overflow** mode, the overflow tone is sounded and an "Overflow" message is displayed. A 2-second timer tick triggers an internal transition that redisplay the dial string. Pressing a numeric key triggers an internal transition that sounds the Overflow tone, displays the Overflow message and restarts the 2-second timer. Pressing the CLR/END key triggers a transition to **Clear** mode, while pressing SND/TALK triggers a transition to **rsiCheck**.
- In **Clear** mode, pressing the CLR/END key for less than two seconds triggers an internal transition that deletes the last number on the display. Pressing CLR/END for more than two seconds (or deleting all numbers from the display) triggers a transition to **standby** mode. Pressing any numeric key triggers a transition back to **dialNumber\normal mode**.
- In **rsiCheck** mode, an RSSI value of 0 (determined by the RSSI stepper switch position) triggers a transition to **nolink** mode. After the display of an appropriate message, a two-second timer tick triggers the transition from **noLink** to **standby**, the default mode of dialing. An RSSI value other than 0 triggers a transition to **outGoingCall**.

- In **outGoingCall** mode, the Call icon lights up (an activity of the parent mode call) and the outgoing tone sounds. Pressing the Answer pushbutton on the network simulation panel triggers a transition to **talking** mode. Otherwise, a five-second timer tick triggers the transition to **noAnswer** mode.
- In **noAnswer** mode, after display of the appropriate message, a two-second timer tick triggers the transition from **noAnswer** to **standby**.
- In **talking** mode, the Call icon flashes. Pressing CLR/END on the telephone or the End pushbutton on the simulation panel triggers a transition to **standby** mode.

### In the Concurrent Mode “RSSI\_Indication”

- An RSSI switch position of 1 through 5 triggers a transition from the parent mode connected to its appropriate child. The appropriate RSSI icon lamps are lit in each mode.
- An RSSI switch position of 0 triggers a transition to **RSSI\_icons\ disconnected**. In this mode, no RSSI icon lamps are lit. An RSSI switch position that is not 0 triggers a transition back to **connected**.

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