Debug Extension

to the

Real Time Executive Interface Definition

DRAFT 2.0

Prepared by:

MOTOROLA Microcomputer Division

Abstract:

This specification defines a basic set of functions that constitute the Debug Extension to the Real Time Executive Interface Definition. Draft 2.0 is for public review. MOTOROLA retains the right to modify this definition as appropriate during implementation. Draft 2.0 will be submitted to the VITA technical committee no later than 01/25/88.

PRELIMINARY

DISCLAIMER

This Debug Extension to the Real Time Executive Interface Definition specification is being proposed to be used as the basis for formal standardization by the VME International Trade Association (VITA). However, since the standardization process has just begun, any standard resulting from this document might be different from this document. Any Product designed to this document might not be compatible with the final standard. No responsibility is assumed for such incompatibilities and no liability is assumed for any product built to conform to this document.

While considerable effort has been expended to make this document comprehensive, reliable, and unambiguous, it is still being published in preliminary form for public study and comment.

This document is prepared by Motorola Inc., Microcomputer Division. Interest in the Debug Extension to the RTEID is welcome and encouraged. Any technical questions, suggestions or comments may be directed to:

Motorola, Inc.

Microcomputer Division

Dept.: RTEID

2900 South Diablo Way

Tempe, Arizona 85282

Tel: (602)438-3500

Fax: (602)438-3581

Tlx: 4998071 (MOTPHE)

TABLE OF CONTENTS

1. DEBUG EXTENSIONS...................................................................................

1.1 Debugging Tasks.......................................................................................

1.1.1 Controlling Tasks............................................................................

1.1.2 Read/Write Memory.......................................................................

1.1.3 Read/Write Registers.....................................................................

1.1.4 Exceptions in Tasks........................................................................

1.1.5 The debug\_msg message queue......................................................

1.1.6 Trace and Breakpoìnt......................................................................

1.1.6 Trace and Breakpoint............................................................

1.1.6.1 Trace..................................................................................

1.1.6.2 Breakpoints........................................................................

1.1.7 Directives........................................................................................

1.1.8 DB\_CONTROL..............................................................................

NAME 5

SYNOPSIS 5

DESCRIPTION 5

RETURN VALUE 5

ERROR CONDITIONS 5

NOTES 6

1.1.9 DB\_REMOTE.................................................................................

NAME 7

SYNOPSIS 7

DESCRIPTION 7

RETURN VALUE 7

ERROR CONDITIONS 7

NOTES 8

1.1.10 DB\_BLOCK.................................................................................

NAME 9

SYNOPSIS 9

DESCRIPTION 9

RETURN VALUE 9

ERROR CONDITIONS 9

NOTES 9

1.1.11 DB\_UNLOCK..............................................................................

NAME 10

SYNOPSIS 10

DESCRIPTION 10

RETURN VALUE 10

ERROR CONDITIONS 10

NOTES 10

1.1.12 DB\_GETMEM....................................................................................

NAME 11

SYNOPSIS 11

DESCRIPTION 11

LIST OF FIGURES

FIGURE 1. General Info Block.............................................................................................................30

FIGURE 2. Task Info Block..................................................................................................................30

FIGURE 3. Message Queue Info Block................................................................................................30

FIGURE 4. Message Info Block...........................................................................................................30

FIGURE 5. Semaphore Info Block.......................................................................................................31

FIGURE 6. Region Info Block.............................................................................................................31

FIGURE 7. Segment Info Block...........................................................................................................31

FIGURE 8. Partition Info Block...........................................................................................................31

FIGURE 9. Buffer Info Block..............................................................................................................32

|  |  |  |
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1. DEBUG EXTENSIONS

The debug extensions to the RTEID support several features targeted for use in debugging tasks and interrupt service routines (ISR’s). Since debugging is inherently non-real time, systems running under debug control may not exhibit true real time performance.

1.1 Debugging Tasks

Most debugging can be performed by debugging a task or a collection of tasks. In this type of debugging, the actual debug task can reside on the local cpu, or it can be remote if the appropriate GLOBAL flags are set.

1.1.1 Controlling Tasks

The relationship between the debug task and the task being debugged is established using the db\_control directive in the “set” mode. The task issuing the db\_control directive in the set mode must provide a message queue. This message queue is used to communicate between the executive and the task that issued the db\_control directive. After completion of the db\_control directive, the task being debugged becomes controlled, and cannot compete for processor time unless directed to execute by the debug task using the db\_unblock directive. The db\_block directive is used to block execution of the controlled task. The db\_control directive in the "clear" mode is used to terminate the relationship between the debug task and the controlled task.

1.1.2 Read/Write Memory

To read and write memory belonging to the controlled task the pair of directives db\_getmem and db\_setmem are provided. Db\_getmem reads memory from an address of the controlled task and copies it to a buffer provided by the debug task for a length specified by the debug task. Db\_setmem writes memory to an address of the controlled task copying it from a buffer provided by the debug task for a length specified by the debug task.

1.1.3 Read/Write Registers

To read and write the processor registers belonging to the controlled task the pair of directives db\_getreg and db\_setreg are provided. Db\_getreg reads a register belonging to the controlled task and copies it to a buffer provided by the debug task. Db\_setreg writes to a register belonging to the controlled task by copying it from a buffer provided by the debug task.

1.1.4 Exceptions in Tasks

When a controlled task issues an exception, such as a bus error, the executive will prevent further execution by placing the controlled task in a blocked state. The executive will also format a message containing information about the exception and place it on the message queue identified by the debug task in the db\_control directive.

1.1.5 The debug\_msg message queue

The executive requires the ability to inform the debug task about abnormal activity that occurs when a controlled task executes. This is done by using a message queue specified by the debug task when the db\_control directive is issued. This message queue is used to pass information from the executive to the debug task. When a controlled task is running and suffers an exception, the

executive will block further execution of the task, and inform the debug task of the exception by posting a message on the debug\_msg queue. The format of the message is:

|  |  |
| --- | --- |
| Bytes | Meaning |
| 0..3 | Task id of task causing exception. |
| 4..7 | Exceptions vector offset. |
| 8..11 | Address of the Exception Stack Frame |
| 12..15 | Program counter at the point of the exception |

1.1.6 Trace and Breakpoint

A fundamental feature in debugging a task or ISR is the ability to control its execution. This is typically done either by causing the controlled task to single step one instruction, or by having the controlled task execute up to a particular breakpoint. With the debug extensions to the RTEID, a debugger can provide these features.

1.1.6.1 Trace

In order to single step, or trace, a controlled task, the debugger must manipulate the status register of the controlled task, cause it to resume execution, and then process the resulting exception.

Tracing can be accomplished by the following steps:

1. The debug task prevents further execution of the controlled task by issuing a db\_block directive.

2. The controlled task’s status register is read using the db\_getreg directive.

3. The debug task sets the trace bit in the status register, and writes it back using the db\_setreg directive.

4. The debug task then permits execution of the controlled task by issuing the db\_unblock directive.

5. Since the trace bit is set, when the controlled task executes it will take a trace exception.

6. When the trace exception occurs, the executive will block further execution of the controlled task and send a message to the debug task using the debug\_msg message queue specified in the db\_control directive.

7. The debug task can then receive the message, process it, and continue debugging the task.

1.1.6.2 Breakpoints

Breakpoints are accomplished in a similar fashion.

1. Execution of the controlled task is stopped using the db\_block directive.

2. The instruction at the breakpoint locations is read and saved using the db\_getmem directive.

3. The instruction is replaced with the breakpoint code using the directive.

4. The debug task then executes the controlled task with the db\_unblock directive.

5. The controlled task will execute until it reaches the breakpoint code. At this point it will take an exception.

6. The executive will block further execution of the debug task and post a message to the debug\_msg message queue specified in the db\_control directive.

7. The debugger will receive the message and perform the appropriate action.

1.1.7 Directives

The directives provided by the debug manager are:

|  |  |
| --- | --- |
| Directive | Function |
| db\_control | Control a task |
| db\_remote | Perform directive on remote cpu |
| db\_block | Prevent a task from running |
| db\_unblock | Run a task under control |
| db\_getmem | Get a task’s memory |
| db\_setmem | Set a task’s memory |
| db\_getreg | Get a task’s register |
| db\_setreg | Set a task’s register |

1.1.8 DB\_CONTROL

NAME

db\_control - “Control a Task During Debug"

SYNOPSIS

unit db\_control ( tid, mode, qid)

uint tid; /\* task id as returned from t\_create or t\_ident \*/

uint mode; /\* new mode \*/

uint qid; /\* debug\_msg qid \*/

DESCRIPTION

Db\_control is used to establish or remove debug control over a task.

The tid parameter specifies the task to be controlled. This task may exist on the local processor, or any remote processor in the multiprocessing configuration if the task was created with the GLOBAL Bag set (see t\_create).

The mode specifies what type of action is to be performed when an exception occurs.

DB\_TASK\_CONTROL set to establish control over task

clear to remove control over task

These values are mutually exclusive.

The message queue identified by the qid parameter is used by the executive to report exceptions to the debug task. This queue must exist and if debugging is to be done on multiple cpu’s, then this queue must have been created with the GLOBAL flag set.

RETURN VALUE

If db\_control successfully completes, 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

Invalid tid.

Task already under debug control.

NOTES

Not callable from ISR.

Asserting control over a task will place it in the blocked state.

Removing debug control from a task will unblock the task if it was blocked.

Will not cause a preempt when mode is set.

May cause a preempt when mode is clear by unblocking a higher priority task.

1.1.9 DB\_REMOTE

NAME

db\_remote -- "Remote Request"

SYNOPSIS

uint db\_remote (cpuid, request, &rval, argl, ..., argN)

uint cpuid; /\* Identifies remote cpu \*/

uint request; /\* Identifies request to be performed \*/

uint rval; /\* Return value of remote call - returned by this call \*/

uint argl; /\* First argument of request \*/

uint argN; /\* Last argument of request \*/

DESCRIPTION

The *db\_remote* directive will cause a directive to be executed on a remote cpu.

The *cpuid* identifies the remote cpu, the *request* specifies which RTEID request (including debug extensions) is to be performed, and *arg1-argN* specify the arguments.

*Arg1-argN* are the arguments for the request and their meaning is specific to the directive identified by *request*. Any addresses specific to the calling task are treated as external physical addresses.

RETURN VALUE

If *db\_remote* successfully completes, then *rval* contains the return value of the remote directive, and 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

Invalid *cpuid.*

Invalid request.

Other error returns are based on the specific directive identified by *request.*

NOTES

Thu request operates as if a task on the remote system issues the request on behalf of the caller.

The actual execution or the remote request may be performed by the ISR which processes remote requests, or may be performed by a system task on the target system.

Since not all RTEID directives may be executed on & non-local cpu, the *db\_remote* directive will provide this function. It is especially important for debuggers which need to create tasks and manage resources on the target cpu.

This directive is also needed to access resources that are local to a remote cpu. For example, this directive could be used to suspend a task which does not have the GLOBAL flag set (assuming the task is local to a remote cpu).

Several directives have the address of return buffers as input parameters. The caller or *db\_remote*

must specify addresses which are external to the target processor (designated by *cpuid).*

1.1.10 DB\_BLOCK

NAME

db\_block -- "Prevent a Task Under Debug Control from Running"

SYNOPSIS

uint db\_block ( tid )

uint tid; /\* task id as returned from t\_create or t\_ident \*/

DESCRIPTION

The *db\_block* directive prevents the task identified in the *tid* field from executing. The controlling relationship must have been previously established using the *db\_control* directive.

The task identified in the *tid* field may exist on the local processor, or any remote processor in the multiprocessing configuration if the task was created with the GLOBAL flag set (see *t\_create).*

RETURN VALUE

If *db\_block* is successful, then 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

Invalid *tid.*

Task not in controlled state.

Task already blocked.

NOTES

Not callable from ISR.

1.1.11 DB\_UNBLOCK

NAME

db\_unblock -- "Release a Task"

SYNOPSIS

uint db\_unblock ( tid )

uint tid; /\*task id as returned from t\_create or t\_ident \*/

DESCRIPTION

*Db\_unblock* allows the task identified by the *tid* field to resume execution under control of the requesting task. The controlling relationship must have been previously established using the *db\_control* directive.

The task identified in the *tid* field may exist on the local processor, or any remote processor in the multiprocessing configuration if the task was created with the GLOBAL flag set (see *t\_create).*

RETURN VALUE

If *db\_unblock* is successful, then 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

Invalid *tid.*

Task not in controlled state.

Task not blocked.

NOTES

Not callable from ISR.

May cause a preempt.

1.1.12 DB\_GETMEM

NAME

db\_getmem -- "Get a Task's Memory"

SYNOPSIS

uint db\_getmem (tid, laddr, bufaddr, length )

uint tid; /\* task id as returned from t\_create or t\_ident \*/

char \*laddr; /\* logical start address \*/

char \*bufaddr; /\* buffer address \*/

uint length; /\* length in bytes \*/

DESCRIPTION

The executive reads memory from the task identified in the *tid* field, starting at the task's logical address *laddr,* and copies it to the buffer identified in the *bufaddr* field for the length identified in *length.*

The task identified in the *tid* field may exist on the local processor, or any remote processor in the multiprocessing configuration if the task was created with the GLOBAL flag set (see *t\_create).* This directive may be used to transfer data between a logical address belonging to the task identified by the *tid* and the requesting task's buffer.

RETURN VALUE

If *db\_getmem* successfully read the memory into the buffer, then 0 is returned.

If the memory was not successfully read into the buffer, an error code is returned.

ERROR CONDITIONS

Invalid *tid.*

Invalid *laddr* for the task.

Bus Error occurred during the read.

NOTES

Not callable from ISR.

Will not cause a preempt.

There is no requirement that the task identified by the tid be a controlled task.

*Db\_getmem* will attempt to only read the requested data and will not access memory beyond the *laddr+length*. If *length* is 1, a byte wide read is performed. If *length* is 2, a word wide read is performed.

1.1.13 DB\_SETMEM

NAME

db\_setmem -- "Set & Task's Memory"

SYNOPSIS

uint db\_setmem (tid, laddr, bufaddr, length )

uint tid; /\* task id as returned from t\_create or t\_ident \*/

char \*laddr; /\* logical start address \*/

char \*bufaddr; /\* buffer address \*/

uint length; /\* length in bytes \*/

DESCRIPTION

The executive writes memory to the task identified in the *tid* field from the buffer identified in the *bufaddr* starting at the task's logical address *laddr* field for the length identified in *length*.

The task identified in the *tid* field may exist on the local processor, or any remote processor in the multiprocessing configuration if the task was created with the GLOBAL flag set (see *t\_create*).

This directive may be used to transfer data between any requesting task's buffer and a logical

address belonging to the task identified by the *tid*.

RETURN VALUE

If *db\_setmem* successfully writes the memory from the buffer, then 0 is returned.

If the memory was not successfully written from the buffer, an error code is returned.

ERROR CONDITIONS

Invalid *tid*.

Invalid *laddr*.

Bus Error occurred during the write.

NOTES

Not callable from ISR.

Will not cause a preempt.

There is no requirement that the task identified by *tid* be a controlled task.

*Db\_setmem* will only read the requested data and will not access memory beyond the *laddr+length*. If *length* is 1, a byte wide read is performed. If *length* is 2, a word wide read is performed.

l.l.14 DB\_GETREG

NAME

Db\_getreg -- "Get a task's register"

SYNOPSIS

uint db\_getreg ( tid, regnum, &regptr )

uint tid; /\* task id as returned from t\_create or t\_ident *\*/*

uint regnum; /\* register number \*/

union regval \*regptr; /\* pointer to register value - returned by this call \*/

union regval {

uint i;

float f;

}

The *regnum* field values are:

S\_STAT Task's status byte values:

T\_WTMEM waiting for memory

T\_WTMSG waiting on message queue

T\_WTEVT waiting for event

T\_WTSEM waiting for semaphore

T\_WTTIM waiting for timeout

T\_WTCTL waiting on control

D\_REG0 Task's Processor Register D0

D\_REGl Task's Processor Register Dl

D\_REG2 Task's Processor Register D2

D\_REG3 Task's Processor Register D3

D\_REG4 Task's Processor Register D4

D\_REG5 Task's Processor Register D5

D\_REG6 Task's Processor Register D6

D\_REG7 Task's Processor Register D7

A\_REG0 Task's Processor Register A0

A\_REGl Task's Processor Register Al

A\_REG2 Task's Processor Register A2

A\_REG3 Task's Processor Register A3

A\_REG4 Task's Processor Register A4

A\_REG5 Task's Processor Register A5

A-REG6 Task's Processor Register A6

A-REG7 Task's Processor Register A7

H\_SR Status Register

H\_PC Program Counter

H\_VOR Vector Offset Register

H\_USP User Stack Pointer

H\_ISP Interrupt Stack Pointer

H\_MSP Master Stack Pointer

H\_VBR Vector Base Register

H\_CACR Cache Control Register

H\_CAAR Cache Address Register

H\_VBR Vector Base Register

H\_CACR Cache Control Register

H\_CAAR Cache Address Register

FP\_REG0 Task's Processor Register FP0

FP\_REGl Task's Processor Register FPl

FP\_REG2 Task's Processor Register FP2

FP\_REG3 Task's Processor Register FP3

FP\_REG4 Task's Processor Register FP4

FP\_REG5 Task's Processor Register FP5

FP\_REG6 Task's Processor Register FP6

FP\_REG7 Task's Processor Register FP7

FPCR Task's Coprocessor Control Register

FPSR Task's Coprocessor Status Register

FPIAR Task's Coprocessor Instruction Address Register

DESCRIPTION

The executive returns the register value in the *regptr* field for the register identified in the *regnum* field and the task identified by the *tid*.

The task identified in the *tid* field may exist on the local processor, or any remote processor in the multiprocessing configuration if the task was created with the GLOBAL flags value set (see *t\_create*).

RETURN VALUE

If *db\_getreg* is successful, *regptr* is filled in and 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

Invalid *tid*.

Invalid register number.

Task not created from local node.

NOTES

Can be called from within an ISR, except when the task was not created on the local node.  
Will not cause a preempt.

1.1.15 DB\_SETREG

NAME

db\_setreg – “Set a task’s register”

SYNOPSIS

uint db\_setreg ( tid, regnum, &regptr )

uint tid; /\* task id as returned from t\_create ot t\_ident \*/

uint regnum; /\*register number \*/

union regval \*regptr; /\* pointer to register value \*/

union regval {  
 uint i;

float f;

}

The *regnum* field values are:

D\_REG0 Task’s Processor Register D0

D\_REG1 Task’s Processor Register D1

D\_REG2 Task’s Processor Register D2

D\_REG3 Task’s Processor Register D3

D\_REG4 Task’s Processor Register D4

D\_REG5 Task’s Processor Register D5

D\_REG6 Task’s Processor Register D6

D\_REG7 Task’s Processor Register D7

A\_REG0 Task’s Processor Register A0

A\_REG1 Task’s Processor Register A1

A\_REG2 Task’s Processor Register A2

A\_REG3 Task’s Processor Register A3

A\_REG4 Task’s Processor Register A4

A\_REG5 Task’s Processor Register A5

A\_REG6 Task’s Processor Register A6

A\_REG7 Task’s Processor Register A7

H\_SR Status Register

H\_PC Program Counter

H\_VOR Vector Offset Register

H\_USP User Stack Pointer

H\_ISP Interrupt Stack Pointer

H\_MSP Master Stack Pointer

H\_VBR Vector Base Register

H\_CACR Cache Control Register

H\_CAAR Cache Address Register

H\_VBR Vector Base Register

H\_CACR Cache Control Register

H\_CAAR Cache Address Register

FP\_REG0 Task’s Processor Register FP0

FP\_REG1 Task’s Processor Register FP1

FP\_REG2 Task’s Processor Register FP2

FP\_REG3 Task’s Processor Register FP3

FP\_REG4 Task’s Processor Register FP4

FP\_REG5 Task’s Processor Register FP5

FP\_REG6 Task’s Processor Register FP6

FP\_REG7 Task’s Processor Register FP7

FPCR Task’s Coprocessor Control Register

FPSR Task’s Coprocessor Status Register

FPIAR Task’s Coprocessor Instruction Address Register

DESCRIPTION

The executive sets the register identified in the *regnum* field for the task identified by the *tid* with the value in the *regptr* field.

The task identified in the *tid* field may exist on the local processor, or any remote processor in the multiprocessing configuration if the task was created with the GLOBAL flags value set (see *t\_create)*.

RETURN VALUE

If *db\_setreg* successfully set the register value, then 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

Invalid *tid*.

Invalid register number.

Task not created from local node.

NOTES

Can be called from within an ISR, except when the task was not created on the local node.

Will not cause a preempt.

1.2 Debugging systems

Debugging a system is much more complex than debugging a task or collection of tasks. In order to debug a system, it should be possible to debug the interrupt service routines (ISR’s) which are part of the system. This causes several problems. The interrupt mask must not be lowered outside of an ISR. Additionally, an exception in an ISR may come at any time, and may occur when any task (with a low enough interrupt mask) is executing. Since the ISR must be blocked from further execution, the current task is also blocked.

1.2.1 Controlling Systems

The control over a system is established through the use of the *db\_system* directive. This will assert debug control over the entire system of tasks and ISR’s executing on that particular cpu board. In order to issue this command, the debugger must not be a task on the cpu board being debugged1.

When control is established, the type of control is specified by the *mode* parameter. If *all* is specified, then all activity, except for processing directives, is suspended when an exception occurs in an ISR. If *level* is specified, then the executive will block further dispatching at the current level and below (see the *db\_level* command) and continue dispatching tasks whose interrupt mask is greater than the current level.

1.2.2 Exceptions in ISR’s

When a controlled ISR issues an exception, such as a bus error, the execution of the entire system must be examined. Further activity of the ISR is suspended and further task dispatching on the system is performed based on the *mode* specified in the *db\_system* directive. The executive on the controlled system will format a message containing information about the exception and place it on a message queue associated with the debug of the cpu. Note that even if the execution of a system is blocked, the execution of the directives must still be processed. Since the execution of directive continues, the debug task may issue a *db\_remote* directive which will permit further execution of the controlled system.

\_\_\_\_\_\_\_\_\_\_\_\_

1. Alternatively, the debugger could be a “higher order” entity, such as the resident debug monitor, on a single cpu system. This “higher order” entity would perform as a system debugger and be able to issue requests to the executive as if it were a remote task.

1.2.3 Directives

The following directives are used for system debugging:

|  |  |
| --- | --- |
| Directive | Function |
| db\_system  db\_level | Control a system  Set minimum Processor mask level |

1.2.4 DB\_SYSTEM

NAME

db\_system – “Control a System During Debug”

SYNOPSIS

uint db\_system ( cpu, mode )

uint cpu; /\* Designates a cpu in the system \*/

uint mode; /\* new mode \*/

DESCRIPTION

The *cpu* parameter uniquely identifies a cpu in the system.

The *mode* parameter indicates what processing may continue in the system after an exception occurs at some point within the system. Valid *mode* settings are:

DB\_SYSTEM\_CONTROL to establish control over system

DB\_SYSTEM\_RELEASE to remove control over system

DB\_LEVEL block tasking at level of ISR

DB\_ALL block all task dispatching

DB\_CONTINUE continue execution on the system

If an exception occurs while a task is executing, then that task is blocked and a message is sent to the debug task. If DB\_LEVEL was specified as the mode, then only this task will be blocked. If DB\_ALL was specified as the mode, then all dispatching will be suspended until a *db\_system* command is specified with the mode set to DB\_CONTINUE.

If an exception occurs while an ISR is executing, further system activity is indicated by the mode parameter. If DB\_LEVEL is specified for the *mode* parameter, then when an exception occurs in an ISR, the executive will issue a *db\_level* directive with the level set to that of the current interrupt priority mask. This will keep the executive from dispatching task whose interrupt priority mask is less than this value, and will also block interrupts at this level or less. Interrupts and tasks whose level is greater will occur normally.

If the *mode* parameter is DB\_ALL and an exception occurs within an ISR, then all further activity on this system will be blocked. The only exception to this is that remote requests for RTEID directives (including debug extensions) will be services by the executive. The executive will become unblocked when the debug task (remotely) issues a *db\_unblock* for the *cpu\_id* corresponding to the system. At this point, the ISR that caused the exception will continue execution.

Issuing a *db\_system* directive with *mode* set to DB\_CONTINUE will cause the execution of the system to continue.

RETURN VALUE

If *db\_system* is successful, then 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

Invalid *cpu.*

Invalid mode.

NOTES

When first establishing control over a system, the *mode* parameter must include DB\_SYSTEM\_CONTROL and may also include either DB\_ALL or DB\_LEVEL.

Once control has been established, the type of control may be changed by specifying a different mode.

1.2.5 DB\_LEVEL

NAME

db\_level – “Set the Minimum Mask Level”

SYNOPSIS

uint db\_level ( level, &plevel )

uint level; /\* Minimum Processor Interrupt mask level \*/

uint plevel; /\* Previous level – returned by this call \*/

DESCRIPTION

The *db\_level* directive specifies a minimum interrupt priority mask level for further execution of the tasks and ISR’s executing on the local cpu.

The *level* value is the minimum interrupt level for all tasks in the system. The executive will never set the status register’s interrupt mask to a value less than *level*. Furthermore, the executive will never dispatch a task whose status register’s interrupt mask is less than *level*.

RETURN VALUE

If *db\_level* is successful, then the previous minimum level is returned in *plevel* and 0 is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

*Level* is not in a valid range (0..7).

The interrupt mask of the current task is less than *level*.

NOTES

May cause a preempt.

1.3 SYSTEM Monitoring

Debugging a system involves more than debugging a collection of tasks; the performance of the entire system needs to be monitored and tuned. The *db\_get\_id* directive will return a unique identifier for items of particular types, or items in particular queues. The *db\_get\_item* directive will get information about items specified by the identifier. The information block will contain data about the system as well as some history (such as total number of calls to a directive) about the execution of the system. It is important to note that gathering statistics about the system will add a small amount of overhead to all of the calls.

The *db\_get\_id* directive requires an item\_id as an input parameter. If the value of item\_id is zero, then the first item of the specified class would be returned. If the item is non-zero, then the next item past the specified item\_id will be returned. This can be used to loop through all items in a particular class. For example, to examine all tasks in the system, the following C code could be used:

for( item\_id==0; item\_id==get\_item(item\_id, TASK, 0); )

{

process(item\_id);

}

The class parameter specifies what type of item id to return and the third parameter is used to specify additional information (such as which message queue).

1.3.1 Directives

The directives provided by the system monitoring are:

|  |  |
| --- | --- |
| Directive | Function |
| db\_get\_id  db\_get\_item | Get identifier for an item  Get information about an item |

1.8.2 DB\_GET\_ID

NAME

db\_get\_id -- "Get an Item Identifier"

SYNOPSIS

uint db\_get\_id (item\_id, &ret\_id, class, arg)

uint item\_id; /\* Previous item\_id \*/

/\* 0 requests first item \*/

uint ret\_id; /\* Returned item\_id – returned by this call \*/

uint class; /\* Class of item \*/

uint arg; /\* Argument as defined by class \*/

DESCRIPTION

The db\_get\_id directive allows the debug task to receive a unique identifier as defined by item\_id and class, to be returned in ret\_id.

Item\_id must be the unique id of the appropriate type from the list or queue specified by class, possibly further qualified by the arg parameter. If item\_id is zero, then an identifier for the first element of the list or queue specified by class is returned. If item\_id is non zero, then the next item past item\_id is returned in ret\_id.

Class specifies the list or queue that item\_id is to be taken from. Arg can further specify how the selection is done by selecting a specific list or queue.

Valid class values and the appropriate value for arg are given in the following table.

|  |  |  |
| --- | --- | --- |
| Class Value | Returned item id | Meaning of arg |
| TASK | task id |  |
| MESSAGE\_QUE | message queue id |  |
| SEMAPHORE | semaphore id |  |
| REGION | region id |  |
| PARTITION | partition id |  |
| MESSAGE | message id | message queue id |
| TASK\_IN\_MESQ | task id | message queue id |
| TASK\_IN\_SEMQ | task id | semaphore id |
| TASK\_IN\_SEGQ | task id | region id |
| SEGMENT | segment id | region id |
| BUFFER | buffer id | partition id |

RETURN VALUE

If db\_get\_id succeeds, the item\_id for the item in the class is returned in ret\_id, and 0 is returned.

If db\_get\_id succeeds, and there are no more items of the appropriate class, then an error code is returned.

If the call was not successful, an error code is returned.

ERROR CONDITIONS

No more items in this class.

Invalid class identifier.

Item\_id not in class,

Invalid arg.

NOTES

For example, to process a queue, the get\_id function is called first with a 0 item\_id to get the first item in the queue. Subsequent calls use the last value of item\_id in order to get the next item in the queue.

1.8.3 DB\_GET\_ITEM

NAME

db\_get\_item -- “Get Information About an Item”

SYNOPSIS

uint db\_get\_item ( item\_id, class, buffer, &size )

uint item\_id; /\* Item\_id \*/

uint class; /\* Class of item \*/

char \*buffer; /\* address of buffer for returned data \*/

uint size; /\* Size of item – returned by this call \*/

DESCRIPTION

Db\_get\_item copies an item description into buffer and returns the size of the item description in size. The exact format of the data in buffer depends on the class parameter.

Item\_id is a unique identifier for the item within the class.

Class specifies the type of item. Valid classes are:

|  |  |
| --- | --- |
| Class | returned data |
| GENERAL | general info block |
| TASK | task info block |
| MESSAGE\_QUE | message queue info block |
| MESSAGE | message info block |
| SEMAPHORE | semaphore info block |
| REGION | region info block |
| SEGMENT | segment info block |
| PARTITION | partition info block |
| BUFFER | buffer info block |

RETURN VALUE

If db\_get\_item is successful, then 0 is returned.

If the call was not successful, an error code is returned.

Buffer is filled in with various structures depending on the class parameter. The following information block structures are used:

struct gib {

uint num\_tasks; /\* Total number of tasks \*/

uint num\_mque; /\* Total number of message queues \*/

uint num\_sema; /\* Total number of semaphores \*/

uint num\_regions; /\* Total number of regions \*/

uint num\_partitions; /\*Total number of partitions \*/

uint num\_ready; /\* Size of ready list \*/

uint num\_calls; /\* Total number of RTEID calls made \*/

uint num\_inter; /\* Total number of v\_returns \*/

uint ticks; /\* Number of ticks on clock \*/

uint min\_level; /\* Minimum Processor Mask \*/

}

Figure 1. General Info Block

struct tib {

uint name; /\* Task’s name \*/

uint id; /\* Task’s Task id \*/

uint mode; /\* Task’s current mode \*/

uint prio; /\* Task’s current priority \*/

uint stat; /\* Task’s current status \*/

uint events\_pending /\* Events pending for the task \*/

uint events\_waiting; /\* Task’s event condition from ev\_receive \*/

uint signals; /\* Task’s pending signals \*/

uint timeout; /\* Task’s current timeout value \*/

ptf asr\_addr; /\* Task’s ASR address \*/

}

Figure 2. Task Info Block

struct mqib {

uint name; /\* Message Queue’s name \*/

uint id; /\* Message Queue’s id \*/

uint num\_mess; /\* Number of messages in queue \*/

uint num\_tasks; /\* Number of tasks waiting on messages \*/

uint total\_mess; /\* Total messages ever placed in this queue \*/

uint total\_urg; /\* Total number of urgent messages \*/

}

Figure 3. Message Queue Info Block

struct message {

long text[4]; /\* Message text (16 bytes) \*/

}

Figure 4. Message Info Block

struct smib {

uint name; /\* Semaphore’s name \*/

uint id; /\* Semaphore’s id \*/

uint value; /\* Semaphore’s current value \*/

uint num\_tasks; /\* Number of tasks waiting on this Semaphore \*/

uint total\_v; /\* Total number of sm\_v operations \*/

uint total\_p; /\* Total number of sm\_p operations \*/

}

Figure 5. Semaphore Info Block

struct rib {

uint name; /\* Region’s name \*/

uint id; /\* Region’s id \*/

uint page\_size; /\* Region’s page size \*/

uint paddr; /\* Region’s physical start address \*/

uint length; /\* Region’s length \*/

uint attributes; /\* Region’s attributes \*/

uint num\_segs; /\* Number of allocated segments \*/

uint num\_tasks; /\* Number of tasks waiting for a segment \*/

uint total\_getseg; /\* Total number of rn\_getseg \*/

uint total\_retseg; /\* Total number of rn\_retseg \*/

}

Figure 6. Region Info Block

struct pib {

uint name; /\* Name of the Partition \*/

uint id; /\* Id of the Partition \*/

uint bsize; /\* Buffer size \*/

uint bnum; /\* Total number of buffers in the Partition \*/

uint bavail; /\* Number of available buffers \*/

uint paddr; /\* Physical start of the Partition \*/

uint flags; /\* Partitions flags \*/

uint total\_getbuf; /\* Total number of pt\_getbuf calls \*/

uint total\_retbuf; /\* Total number of pt\_retbuf calls \*/

}

Figure 8. Partition Info Block

struct bib {

uint addr; /\* Physical address of buffer \*/

}

Figure 9. Buffer Info Block

ERROR CONDITIONS

NOTES