



# Vhodno-izhodne naprave (VIN)

Predavanja

## 11. Načrtovanje in programiranje vgrajenih sistemov – teorija in praksa

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# Vsebina

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1. Načrtovanje vgrajenih sistemov (HW, SW, ...)

2. Programiranje vgrajenih sistemov – primeri:

- ▶ Cubesensors, Tevel, D I 3, Tinia, ...

3. Nivoji programiranja

- ▶ baremetal (zbirnik,C), HAL knjižnica, ena zanka, končni avtomati, RTOS

4. Podrobnejši primeri programiranja – RTOS

4.1 Splošno o RTOS

4.2 FreeRTOS

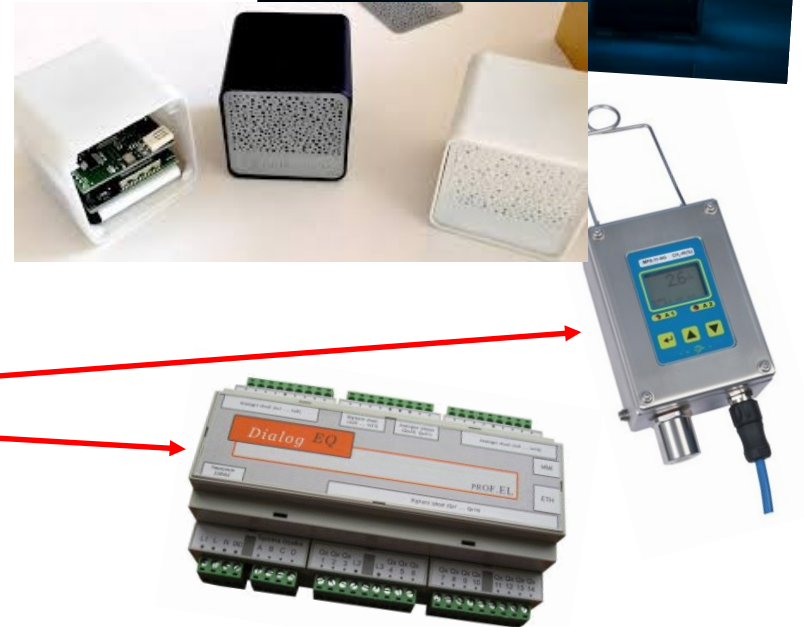
4.3 MQX RTOS

# Vsebina I:

## 1. Načrtovanje vgrajenih sistemov (HW, SW, ...)

## 2. Programiranje vgrajenih sistemov :

- ▶ splošen pogled
- ▶ primeri :
  - ▶ A. **Cubesensors** („pametne kocke“)
    - realizacija v enotni zanki, končni avtomat
  - ▶ B. **Tevel** – univerzalni merilniki (ekspl. cona)
  - ▶ C. **D13** („pametni hišni regulator“)
    - RTOS (primer MQX)
  - ▶ D. **Tinia** – Prijazen dom
  - ▶ E. **Pametni zabojniki**
  - ▶ F. **Embedded Linux** (UcLinux, Buildroot)
  - ▶ G. **Simulacije** (QEMU)
- ▶ CubeIDE: razvoj in razhroščevanje
- ▶ Kaj po razvoju ? Skrb za stabilnost sistemov v praksi
  - ▶ preventiva in kurativa



# Vsebina II:

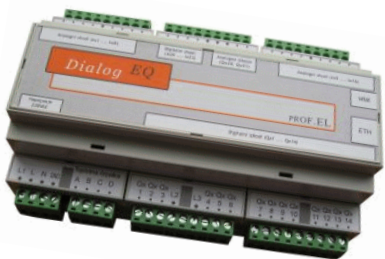
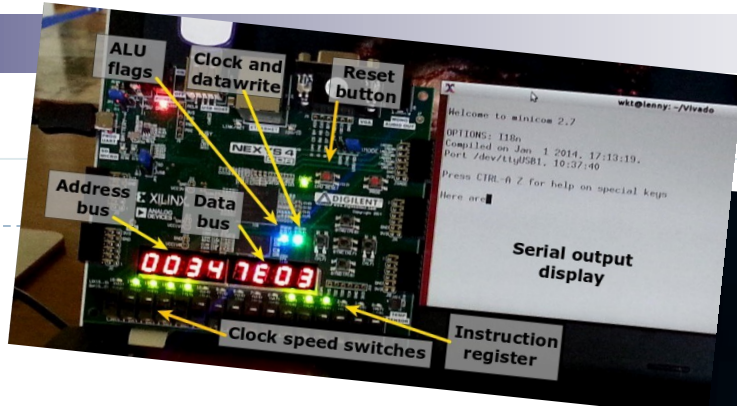
## 3. Nivoji programiranja

## 4. Podrobnejši primeri programiranja – RTOS

### 4.1 Splošno o RTOS

### 4.2 FreeRTOS

### 4.3 MQX RTOS



```
void mytask(uint_32 startup_parameter) {  
    /* Task initialization code */  
    ....  
    while (1) {  
        /* Task body */  
        ....  
        ....  
    }  
}
```

# Zakaj HW (in SW) ?



Make your home healthier,  
your office more productive

For the simple solutions. With just a small, stylish, cordless  
connected Cube in each room.

Get Your Cubes Now!

Winter 2013 batch available!



## Potato Salad

by Zack Danger Brown

Comments 1,172

This project was successfully funded on August 2

Columbus, OH

6,911 backers

\$55,492 pledged of \$10 goal

0 seconds to go

## Chipolo - Bluetooth Item Finder for iPhone and Android

by The Chipolo Team

Home

Updates 17

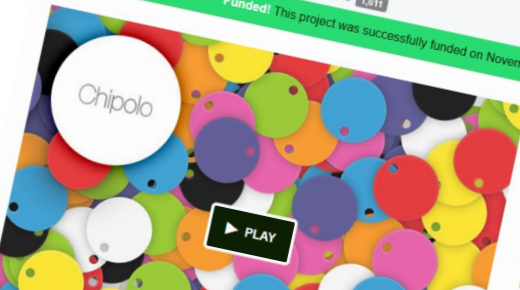
Backers 5,329

Comments 1,011

Funded! This project was successfully funded on November 15, 2013

Trbovlje, Slovenia

Technology



Chipolo

PLAY

5,329 backers

\$293,014 pledged of \$15,000 goal

0 seconds to go



Project by The Chipolo Team Trbovlje, Slovenia

- First created - 0 backed
- Has not connected Facebook



# Geoffrey



## OPEN INSTRUMENTS FOR EVERYONE



826 backers

\$256,125 pledged of \$50,000 goal

0 seconds to go

Funding period Jul 22, 2013 - Sep 20, 2013 (60 days)



Project by Red Pitaya Newport News, VA

74844 GUESTS SERVED

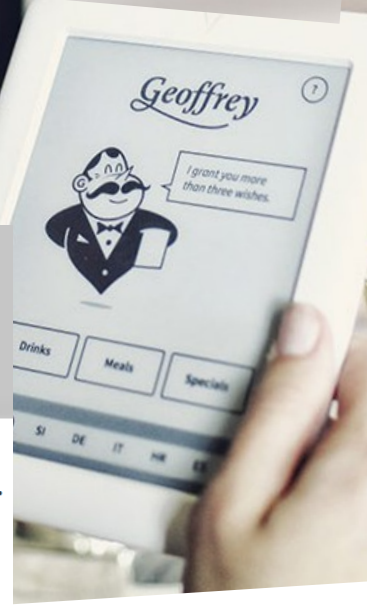
STATE-OF-THE-A  
CH MAKES THEIR  
ME TIME PRESEN  
RESTAURANT; CO  
SIDER IT AN EXP  
ENT IN BETTER B

Bus Departures	London ECT, Legislative Assembly BUID
200	11:26 min
2	24 min
478	15:28 min
313	15:42 min

Visionect is a decade-long market leader in developing Paper solutions. Here's why.

We're constantly testing new technologies and creating the best solutions or applications of E Ink systems.

July 20, 2021



# Zakaj HW (in SW) ?



PRODUKTI IN REŠITVE ZA PAMETNO AVTOMATIZACIJO ZGRADB

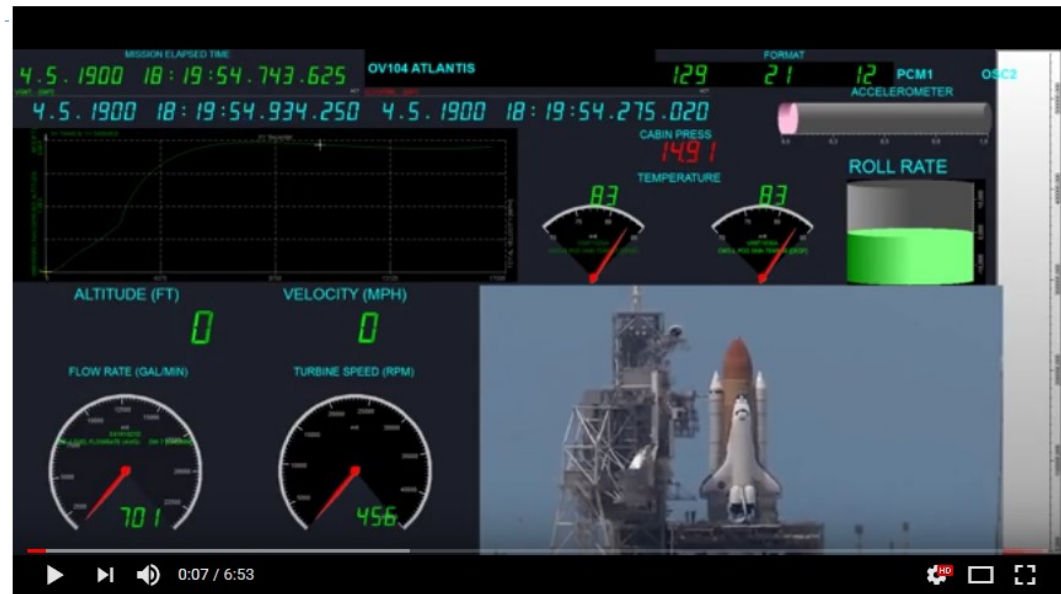
RAZIŠČI

## Majhen Koaksialni Helikopter SCH-2A


Najlažji osebni koaksialni helikopter na svetu...

Past Meetup

## Code optimization on modern processors [Dejan Črnica, Dewesoft]



Space shuttle Atlantis launch monitoring with Dewesoft software



iSYSTEM ▾ Products & Solutions ▾ Support & Downloads ▾ Partners

Home > Overview

### Software

- winIDEA - IDE, Debug and Trace Tool
- testIDEA - Software Test Tool
- isystem.connect - Automation API
- daqIDEA - Visualization Tool
- Analyzer - Profiling and Coverage Tool

### Hardware

- BlueBox - Debug & Trace
- Active Probes
- Debug Adapters
- Special Adapters
- Emulation Adapters
- Analogue/Digital and Network Trace
- Evaluation boards

### Trapview STANDARD

Most widely deployed model of the trap has a similar external appearance as the conventional delta traps, therefore its pest catch efficiency is on the same level with conventional traps as well.



# Prikaz primerov vgrajenih sistemov



FRI-SMS



D13 EQ



Tevel  
Merilnik konc.  
plinov



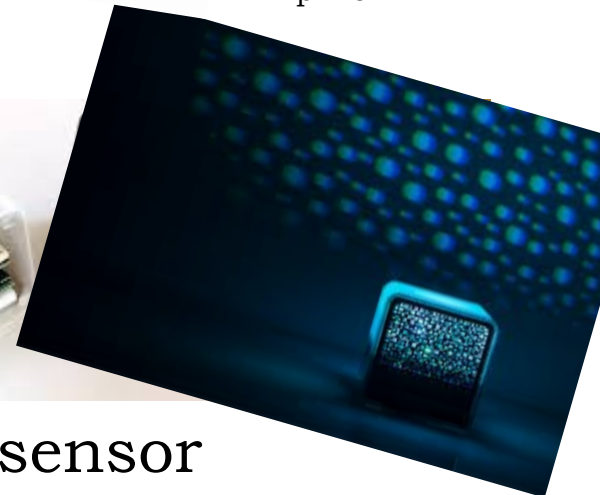
STM Discovery



S1



Cubesensor



# 1. Načrtovanje vgrajenih sistemov

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Običajen potek :

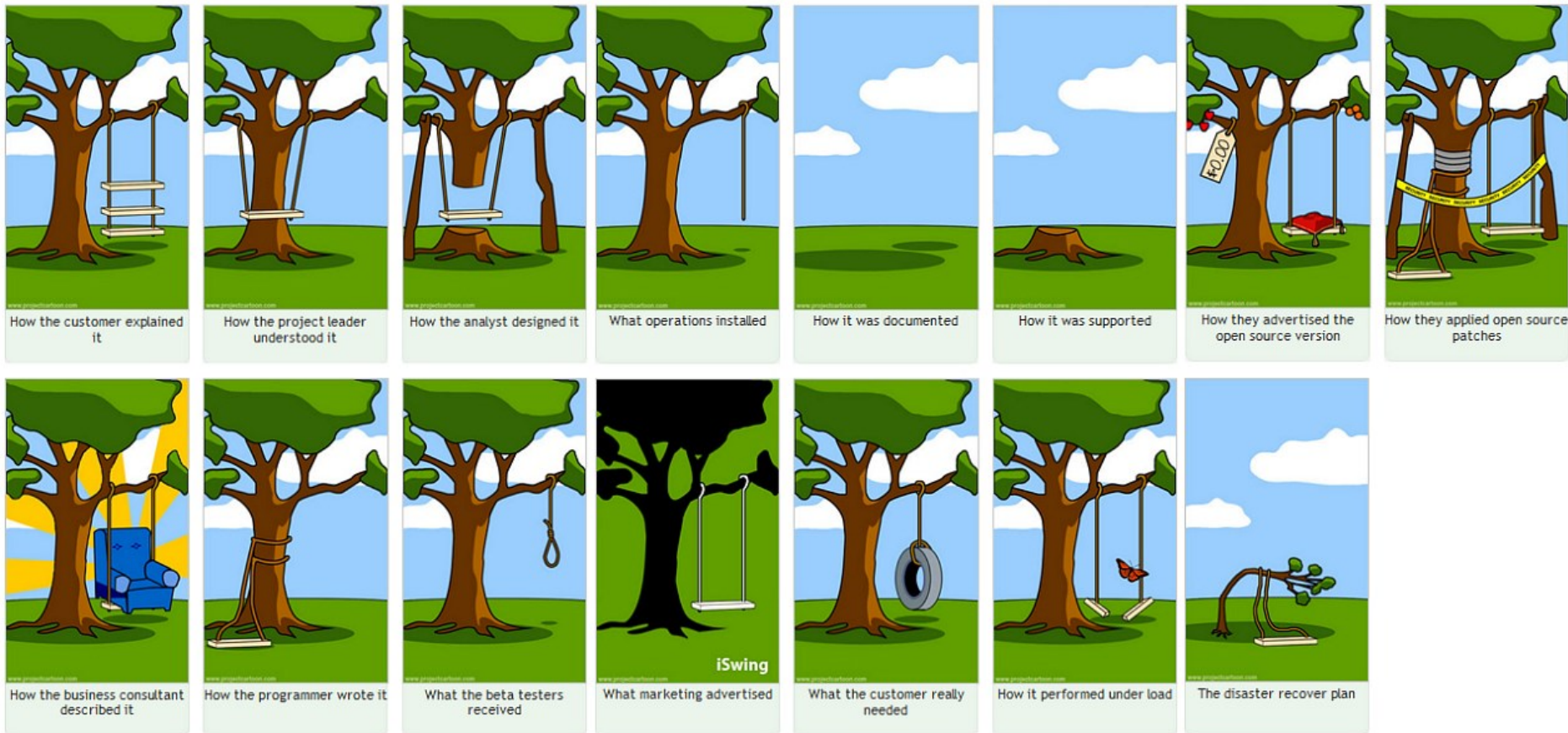
- ▶ Specifikacija – opredelitev zahtev ->
  - ▶ zelo pomembna !
- ▶ Izbira el. komponent, čipov, krmilnikov, itd... ->
  - ▶ pregled dokumentacije („Errata“, rok dobavljivosti, podpora,...)
- ▶ Načrtovanje PCB
- ▶ Prvi zagon – oživljanje sistema, razvoj SW
- ▶ Spremljanje delovanja



# 1. Načrtovanje vgrajenih sistemov

- ▶ Specifikacija – opredelitev zahtev
  - ▶ zelo pomembna !

## Product development from an IT failures perspective



# 1. Načrtovanje vgrajenih sistemov

Izbira el. komponent, čipov, krmilnikov, itd...

- ▶ Datasheet (DS):
  - ▶ „kako bi naj delovalo...“
- ▶ Errata:
  - ▶ „kaj vse ne deluje tako kot v DS...“
- ▶ Rok dobavljalnosti
- ▶ Podpora ->

**Prazna ?**

## **Pentium FDIV bug:**

The **Pentium FDIV bug** is a **bug** in the **Intel P5 Pentium floating point unit (FPU)**. Because of the bug, the processor can return incorrect decimal results, an issue troublesome for the precise calculations needed in fields like math and science.

**Errata : + dobro, vsaj znan problem**

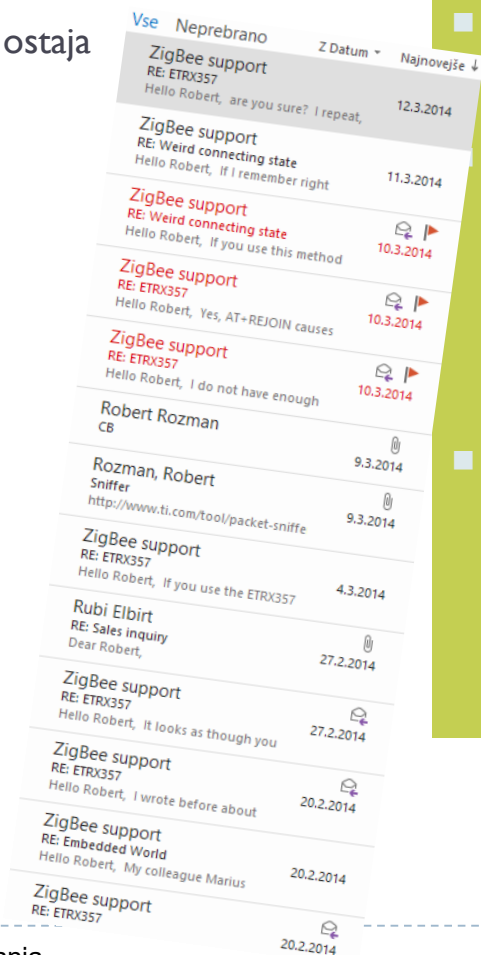
**Kaj če naletimo na neznan problem?**

- **upamo na reprodukcijo in podporo**

# Izbira el. komponent, čipov, krmilnikov, itd... - 2 zgodbi

## Podpora - I. zgodba :

- ▶ težave z brezžičnim modulom
  - ▶ cca. 70 emailov,
  - ▶ problem ostaja



## Zaznani hrošči:

### »stuck in error94«

Main.c : /\* **hack when zigbee module gets stuck** in error 94. nothing except AT&F resolves the issue, no ATZ, reset pin, power down \*/

### »no SEQ prompt«

/\* Bits are set to 1, when message is in air (SEQ, but not yet ACK or NACK). \*/  
/\* **In a perfect world this would not be needed**, but it seems like module  
\* sometimes (RARELY) does not send SEQ: after AT+UCAST\*, but it does send ACK:  
\* afterwards. If that happens, pending\_messages buffer can become -1 long,  
\* and old (or not yet used, invalid) messages are sent. This is a suspect  
\* for ticket:185 \*/

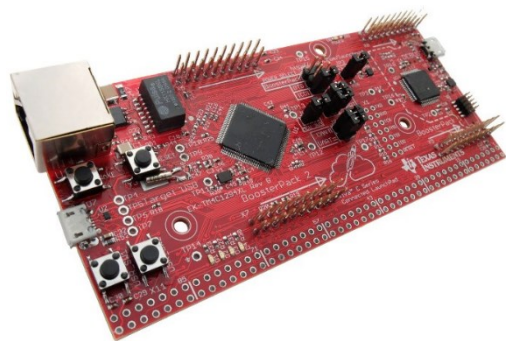
### »not be able to reconnect «

```
static void check_initialized(void) {  
    int r;  
    /* zigbee module bug workaround.  
    * Reset the module, or it will not be able to reconnect after seeing  
    * a bunch of modules failing to connect (NEWNODE w/o FFD).  
    */
```

# Izbira el. komponent, čipov, krmilnikov, itd...

## Podpora - 2. zgodba:

- ▶ Connected launchpad
  - ▶ nov izdelek – ne deluje stabilno ?
  - ▶ v enem letu ni rešitve



### Connected LaunchPad Quick-start IoT Application dies after a day or two

Not Answered

We have experienced this issue on all Connected LaunchPads we have using the default application shipped on the Connected LaunchPad (CLP) and also after compiling the 'qs\_iot' project and programming it to the CLP.

Essentially the device stops working after a day. I do not have a specific amount of time although it should not be hard to let run a few times to see if it is always the same.

Jul 30, 2014 7:26 PM

Mike Aanenson

Community Member

Jan 7, 2015 7:19 PM

In reply to Dubnet:

Any progress on this?

Reply



Stellaris Sai

Intellectual 2355 points  
TI Employee

Wed, Jan 28 2015 4:35 PM

In reply to Dubnet:

Hello All,

The updated code ("qs\_iot" application and underlying layers) has been under test for close to two weeks now and working. The Connected Launchpad still loses connection to Exosite Server once in a while, but successfully connects back. The system state (like on time, led state and button press state) is not lost during the connect-disconnect-connect transition. The root cause (of why connection to the Exosite Server is lost in the first place) requires analysis of network traffic when the failure occurs which is intermittent..

Fri, Aug 14 2015 10:56 AM



Harold Broberg

Prodigy 110 points

Community Member

I tried that one already, but am trying it again now.

It stays on line (6 minutes now). It counts button presses and shows the temperature. But when I click an LED to on, on Exosite, after a bit (23 seconds & 34 seconds, measured) the onscreen button goes back to the off position. Neither LED ever turns on, with either button.

## 2. Programiranje vgrajenih sistemov



Splošno :

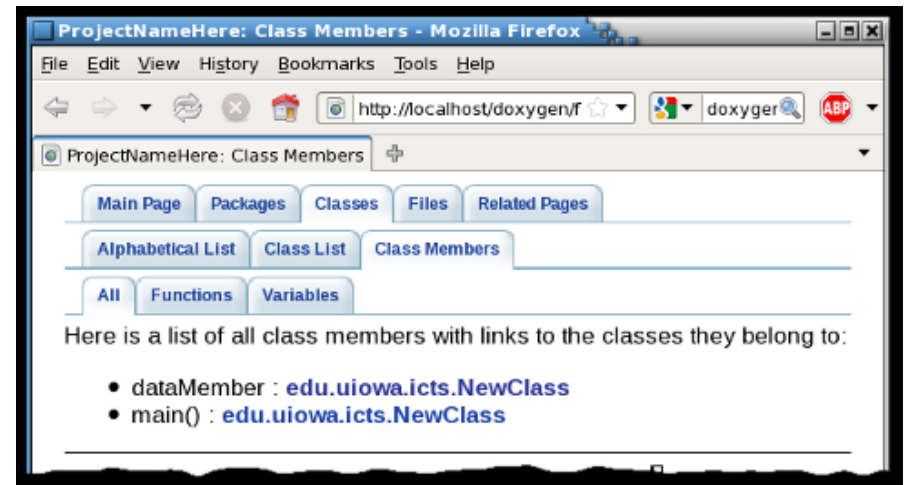
▶ Orodja :

- ▶ IDE: CubeIDE, IAR, Keil, Eclipse
  - ▶ Pomembne funkcionalnosti : Debug, Profile, ...

▶ Doxygen.org :

```
/**  
 * @brief Short member data description.  
 */  
int dataMember;
```

[Primer: D13.chm](#)



### Member Data Documentation

`int edu.uiowa.icts.NewClass.dataMember` [package]

Short member data description.

Definition at line 25 of file `NewClass.java`.

# 2. Programiranje vgrajenih sistemov

## Splošne metode :

- ▶ Pravila robustnega programiranja
  - ▶ MISRA C ->
- ▶ Sledenje delovanja programa
  - ▶ Debugger
  - ▶ Serijska konzola
  - ▶ Log datoteka (lokalno)
  - ▶ Oddaljen nadzor/logiranje (splet)

razvoj

spremljanje



```
2015-01-11 05:45:37 CRIT 232 0 FP WDT has expired
2015-01-11 05:46:21 CRIT 232 0 MNG WDT has expired
```

```
2015-01-09 15:00:02 INFO 60 0 CMDEXECUTE CMD:Execute Cmd[72]
2015-01-09 15:00:02 INFO 60 0 CMDEXECUTE CMD:SendSett
2015-01-09 15:04:02 CRIT 232 0 CMDEXECUTE WDT has expired
```

## 2. Programiranje vgrajenih sistemov

### Pravila robustnega programiranja (preventiva)

#### ▶ MISRA C (1998, 2004, 2012 ):

- ▶ MISRA = **M**otor **I**ndustry **S**oftware **R**eliability **A**ssociation
- ▶ 143 pravil (preverljivih z analizo) in 16 smernic
- ▶ skupine pravil:
  - ▶ **razlike** med prevajalniki (npr. velikost tipa Integer )
  - ▶ **brez funkcij s pogostejšimi napakami** (npr. malloc)
  - ▶ **obvladljiva koda** (pravila imenovanja, komentiranja...)
  - ▶ **primeri dobre prakse**
  - ▶ **omejitve kompleksnosti**
- ▶ že integrirano v nekatera IDE orodja:
  - ▶ IAR, Green Hills, ...

#### Rule 14.8 (required):

The statement that forms the body of a *switch*, *while*, *do ... while* or *for* statement shall be a compound statement.

For example:

```
for (i = 0; i < N_ELEMENTS; ++i)
{
    buffer[i] = 0;
}
```

/\* Even a single statement must be in braces \*/

Rule 14.4 (required):

The *goto* statement shall not be used.

Rule 14.5 (required):

The *continue* statement shall not be used.

Rule 14.6 (required):

For any iteration statement there shall be at most one *break* statement used for loop termination.

## 2. Programiranje vgrajenih sistemov - Primeri

### A. Cubesensors („pametne kocke“):



Benefits Sleep Features Design

Make your home healthier,  
your office more productive

Uncover the simple solutions. Just place a small, stylish, cordless and connected Cube in each room.

Cubes are SOLD OUT!



#### TEMPERATURE

Your bedroom should be cooler than other rooms in your home. No more waking up covered in sweat.



#### HUMIDITY

Find the right balance and say goodbye to irritated throats, viruses and mold.



#### AIR QUALITY

Go beyond CO2. Sleep better by opening the windows and clean the air of VOCs before you go to bed.



#### NOISE

Light noises don't necessarily wake you up, but they can prevent you from going into deep sleep.



#### PRESSURE

Weather changes can also affect your body and make you restless during the night.



#### LIGHT

Darkness means sleep for your body. A full moon or street lights can be bright enough to start sending mix messages.



#### SHAKE

Shake the Cube to check your bedroom's health any time during the day.



#### PULSE

The Cubes give out a gentle reminder when you should start preparing for bed.



#### Understand your sleep data better.

You shouldn't become a sleep scientist to get a good night's sleep. With Cubesensors, you get daily practical advice that is easy to follow. Exactly when it's needed.

The CubeSensors web app is optimized for your favorite smartphone, looks stunning on your tablet or any modern web browser.

CubeSensors understand sleep tracking data from your existing sleep tracker (not included). Now available with support for Fitbit®, UP and UP24 by Jawbone™.



## 2. Programiranje vgrajenih sistemov - Priloge

### A. Cubesensors („pametne kocke“):

- ▶ Osnovni model CPU – ARM Cortex M0
- ▶ Brežžična komunikacija („Zigbee“)
- ▶ Zahteve :
  - ▶ nizka poraba, cena
- ▶ Odločitev:
  - ▶ prehod iz M3 prototipa na M0
- ▶ Posledice:
  - ▶ omejeno debugiranje
  - ▶ ni serijske konzole
  - ▶ zelo omejeni viri



## 2. Programiranje vgrajenih sistemov

### A. Cubesensors („pametne kocke“):

Enotna **glavna zanka** (kompleksnejša izvedba) = **končni avtomat**

- ▶ brezžična komunikacija + branje senzorjev + spanje
- ▶ boljša organizacija kode, lažje vzdrževanje



```
switch (FSM.State) {  
  
    case CHECK_POWER_ON_REASON:  
        ///  
        FSM.State: after reset or power up. SW Reset and check if it can join right away...  
  
        if VSE_OK then FSM.State = CHECK_BAUDRATE ...  
  
        break;  
  
    case CHECK_BAUDRATE:  
        ///  
        FSM.State: after reset or power up. SW Reset and check if it can join right away...  
  
        ...  
  
        break;  
}
```

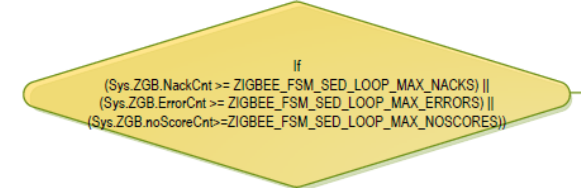
# 2. Programiranje vgrajenih sistemov

Cubesensors („pametne kocke“):  
 Diagram poteka (končni avtomat):  
 ▶ Primer glavnega stanja

```

CUBE_SED_LOOP:
  //<- Reads sensors, sends to Mothercube, expect response message; check errors,NACKS, network
  readSensors(&data); // Read sensors data
  zigbee_send_data(&data); //Send data to base station
  Sys_ZGB.DataMsgCnt++;

  if(!scoreUpdate){
    Sys.ZGB.noScoreCnt++;
  }else{
    Sys.ZGB.noScoreCnt=0;
  }
  
```



Counters High : Rejoin

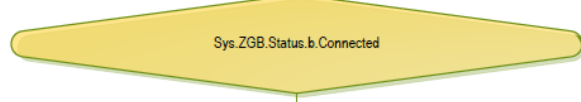
```

Sys.ZGB.Status.b.Connected = 0;
Sys.ZGB.noScoreCnt=0;
SetToSleep( CUBE_REJOIN_SEC, 1)
// Rejoin Secure procedure !
  
```

```

CUBE_REJOIN_SEC:
  //<- ReJoin secured: reset counters
  Sys.ZGB.Error = 0;
  Sys.ZGB.ErrorCnt = 0;
  Sys.ZGB.JoinCnt = 0;
  Goto CUBE_REJOIN_SEC_LOOP;
  
```

Counters normal



Not connected |> SetToSleep( CUBE\_REJOIN\_SEC, 1);

Connected

```

if (Sys.ZGB.OpMode == END_DEVICE) {
  // If enough wakeups with FULL_POWER_MODE
  // then Cube_FSM.State = CUBE_CHANGE_TO_ROUTER;
  // SetToSleep( CUBE_SED_LOOP, 20000);
} else if (Sys.ZGB.OpMode == ROUTER) {
  // If enough wakeups with LOW_POWER_MODE
  // then Cube_FSM.State = CUBE_CHANGE_TO_SED;
} else {
  SetToSleep( CUBE_SED_LOOP, 20000);
};
  
```

Change mode to ROUTER

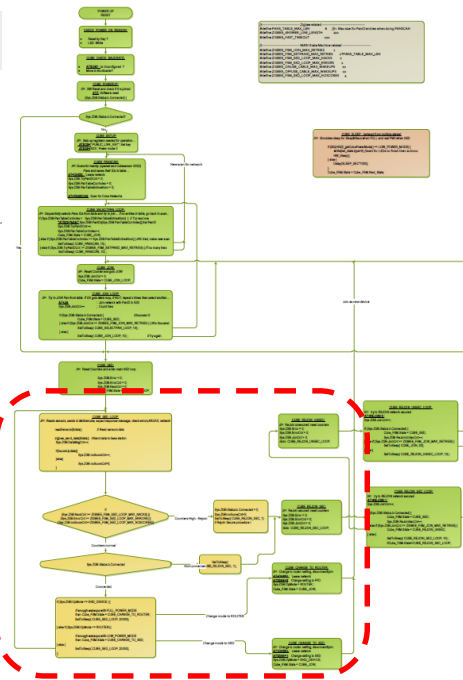
```

CUBE_CHANGE_TO_ROUTER:
  //<- Change to router: setting, disconnect&join
  AT+DASSL: Leave network
  AT+SDAE=0: Change setting to FFD
  Sys.ZGB.OpMode = ROUTER;
  Cube_FSM.State = CUBE_JOIN;
  
```

Change mode to SED

```

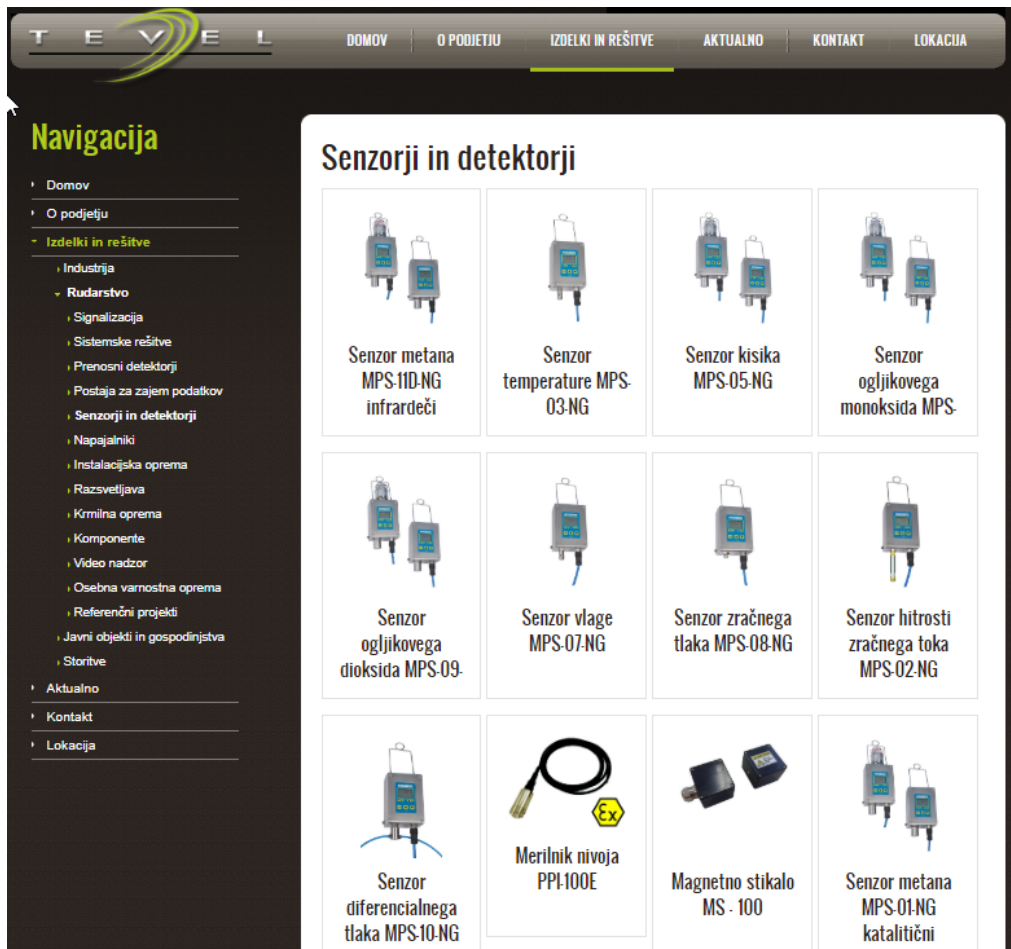
CUBE_CHANGE_TO_SED:
  //<- Change to router: setting, disconnect&join
  AT+DASSL: Leave network
  AT+SDAE=1: Change setting to SED
  Sys.ZGB.OpMode = SED;
  
```



[Primer: Cube State Chart v2.pdf](#)

## 2. Programiranje vgrajenih sistemov

### B. Tevel Pametni merilniki (rudarstvo)



The screenshot shows the Tevel website interface. The top navigation bar includes 'TEVEL', 'DOMOV', 'O PODJETJU', 'IZDELKI IN REŠITVE', 'AKTUALNO', 'KONTAKT', and 'LOKACIJA'. The left sidebar contains a 'Navigacija' menu with categories like 'Domov', 'O podjetju', 'Izdelki in rešitve', 'Industrija', 'Rudarstvo', 'Signalizacija', 'Sistemske rešitve', 'Prenosni detektorji', 'Postaja za zajem podatkov', 'Senzorji in detektorji', 'Napajalniki', 'Instalacijska oprema', 'Razsvetljava', 'Krmilna oprema', 'Komponente', 'Video nadzor', 'Osebna varnostna oprema', 'Referenčni projekti', 'Javni objekti in gospodinjstva', 'Storitve', 'Aktualno', 'Kontakt', and 'Lokacija'. The main content area is titled 'Senzorji in detektorji' and displays a grid of 12 sensor products:

- Senzor metana MPS-11D-NG infrardeči
- Senzor temperature MPS-03-NG
- Senzor kisika MPS-05-NG
- Senzor ogljikovega monoksida MPS-
- Senzor ogljikovega dioksida MPS-09-
- Senzor vlage MPS-07-NG
- Senzor zračnega tlaka MPS-08-NG
- Senzor hitrosti zračnega toka MPS-02-NG
- Senzor diferencialnega tlaka MPS-10-NG
- Merilnik nivoja PPI-100E
- Magnetno stikalo MS - 100
- Senzor metana MPS-01-NG katalitični



Tevel v Kazahstanu cilja na rudarsko panogo

(video, foto) Zasavci osvajajo azijske in balkanske rudnike

Gospodarstvo Prva stran

# Tevel na Kosovu

10. 10. 2018

Gospodarstvo

Tevel načrtuje nakup nemškega Wölkeja

## 2. Programiranje vgrajenih sistemov - Primeri

### B. Tevel Pametni merilniki (rudarstvo):

Enotna glavna zanka – enostavnejša izvedba

```
{ ...  
  
if (Timer_1sec) {  
    readSensors(&data); // Read sensors  
    send_data(&data); // Send data to gateway  
    Timer_1sec = 0;  
}  
  
if (Timer_50msec) {  
    readKeys(&keys); // Read user keys  
    readInputs(&inputs); // Read digital inputs  
    Timer_50msec = 0;  
}  
  
}
```

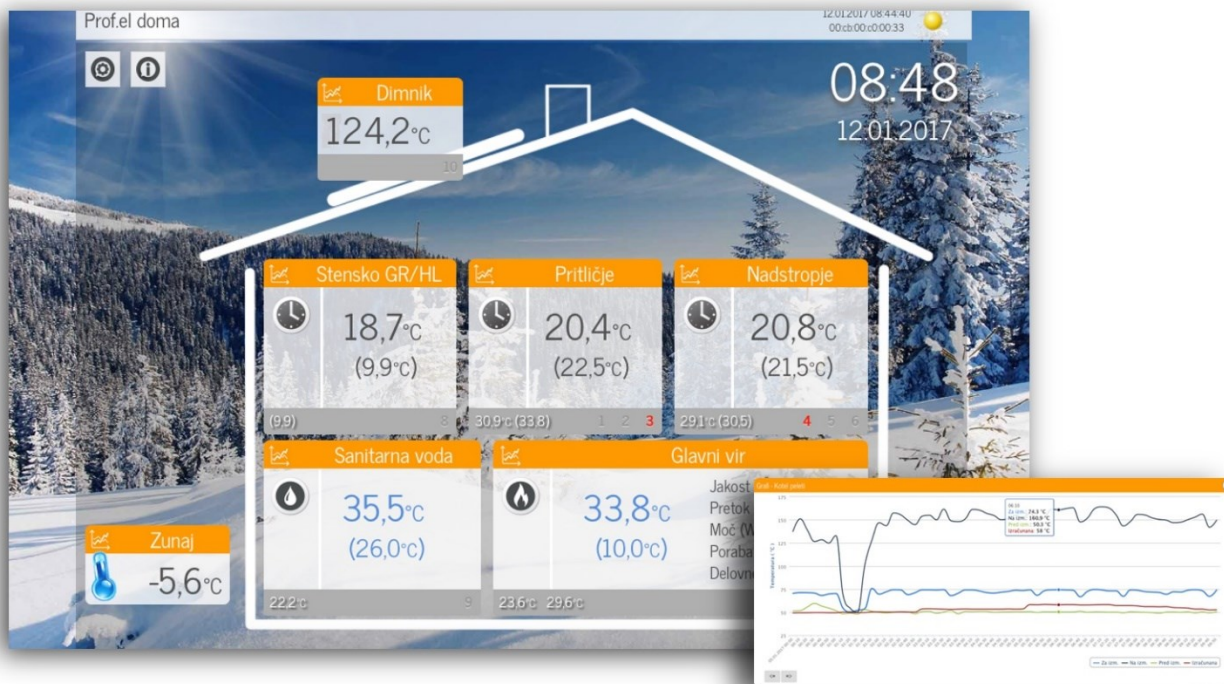
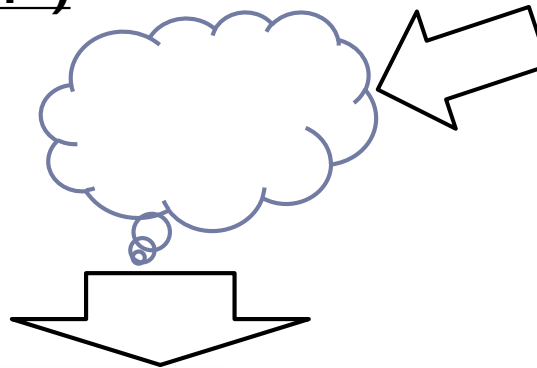


## 2. Programiranje vgrajenih sistemov - Primeri

### **C. DIALOG EQ („pametni regulator“)**

**RTOS – ločeni procesi**  
(REG, TCP, WEB, MODBUS, CANBUS)

– zahtevnejša izvedba



## 2. Programiranje vgrajenih sistemov - Primeri

### C. DIALOG EQ („pametni regulator“)

RTOS – ločeni procesi (REG,TCP,WEB,MODBUS,CANBUS)

– zahtevnejša izvedba



Regulator DIALOG EQ (krajše: DEQ) predstavlja najnovejšo generacijo pametnih regulatorjev. **Je v č slovenskega znanja.** V podjetju PROF.EL smo ga razvili, saj želje strank in pa predvsem sodobni trendi narekujejo daljinski nadzor in avtomatizacijo ogrevalno/hladilnih sistemov oziroma celovite rešitve za dom (smart house).

#### Regulator DEQ vam omogoča:

- ▶ 24h spremljanje delovanja in upravljanje s sistemom na daljavo (računalnik, tablica, pametni telefon),
- ▶ varno shranjevanje vseh uporabnikovih nastavitvev v oblaku,
- ▶ pregled in analizo delovanja sistema,
- ▶ prijazen uporabniški vmesnik (interni WEB, WEB aplikacija, aplikacija za mobilne telefone Android, iOS, Windows),
- ▶ beleženje in shranjevanje podatkov (črna skrinjica v oblaku),
- ▶ daljinsko pomoč servisne ekipe,
- ▶ daljinsko posodabljanje (up-grade) programske opreme.

Algoritmi so pripravljene za vodenje in nadzor kotlov na biomaso in olje, toplotnih črpalk, sončnih kolektorjev, sanitarne vode s cirkulacijsko črpalko idr.

## 2. Programiranje vgrajenih sistemov - Primeri

### C. DIALOG EQ („pametni regulator“)

#### D13 („HVAC regulator“)

Izhodi in algoritmi za krmiljenje:

- ▶ Direktne veje
- ▶ Mešalne veje 2x
- ▶ Sanitarne vode
- ▶ Sončnih kolektorjev

Kompleksnejša izvedba:

- ▶ **MQX RTOS**
- ▶ **Opravila :**
  - ▶ FP\_TASK glavni krmilni program
  - ▶ MODBUS\_TASK Modbus strežnik
  - ▶ TCPCLIENT\_TASK povezava s podatkovnim strežnikom v oblaku
  - ▶ httpd\_server spletni strežnik – lokalni portal
  - ▶ CMDEXECUTE\_TASK izvedba ukazov
  - ▶ FTPCLIENT\_TASK FTP prenosi





## 2. Programiranje vgrajenih sistemov - Primeri

### C. DIALOG EQ („pametni regulator“)

RTOS (primer MQX) :

Opravila („Tasks“)

```
const TASK_TEMPLATE_STRUCT MQX_template_list[] =
{
  /* Task Index,   Function,      Stack, Priority,           Name,                Attributes,           Param, Time Slice */
  { MNG_TASK,     MngTask,        1200, TASK_PRIORITY_MNG_TASK, MNG_TASK_DES,       MQX_AUTO_START_TASK, 0,      0 },
  { SHELL_TASK,  ShellTask,      2000, TASK_PRIORITY_SHELL,  SHELL_TASK_DES,    0,      0 },
  { FP_TASK,     FunPgmTask,     2000, TASK_PRIORITY_FP,     FP_TASK_DES,       0,      0 },
  { TNSH_TASK,   TelnetsClientShell, 2000, TASK_PRIORITY_TNETSH,TNSH_TASK_DES, 0,      0 },
  { TCPCLIENT_TASK,TCPClient_Task, 2000, TASK_PRIORITY_TCPCLIENT,TCPCLIENT_TASK_DES, 0,      0 },
  { MODBUS_TASK,Modbus_Task,   2000, TASK_PRIORITY_MODBUS,MODBUS_TASK_DES, 0,      0 },
  { EVTALM_TASK,EventAlmTask,  2000, TASK_PRIORITY_EVTALM,EVTALM_TASK_DES, 0,      0 },
  { AIN_TASK,    AinTask,        500,  TASK_PRIORITY_AIN,    AIN_TASK_DES,      0,      0 },
  { NETMNG_TASK,NetMngTask,  1000, TASK_PRIORITY_NETMNG,NETMNG_TASK_DES, 0,      0 },
  { 0 }
};
```

## 2. Programiranje vgrajenih sistemov - Primeri

### C. DIALOG EQ („pametni regulator“)

RTOS (primer MQX opravila) :

Glavna regulacijska zanka („FP TASK“)

```
void FunPgmTask (uint_32 initial_data)
{
    FunPgmInit();

    // register task for system messages
    rc = SysMsgRegister ();

    // WDT control
    WdtRegister (15000, WDT_ACTION_LOG);

    // ----- main execution loop -----
    while (TRUE) {

        _time_get_elapsed (&fp_start_time); //Measure processing time fp_start_time

        WdtReset ();

        FunPrepareFPData();    // Prepare FP data
        FunRegulation();       // Iterate regulation loops
        FunCommitFPData();    // Commit any changes back to system

        _time_get_elapsed (&fp_end_time); //Measure processing time
        _time_diff (&fp_start_time, &fp_end_time, &fp_loop_time); // get elapsed time
        FPLoopTime=(fp_loop_time.SECONDS * 1000) + fp_loop_time.MILLISECONDS;

        _time_delay(1000-FPLoopTime);           // wait for 1000 ms - loop time in ms
    }
    _task_block();           // Shouldn't reach this point
}
```

```
/** @brief FP: Main Functional Program Task.
Calls FunPgmInit for initialization and then runs endless main FP loop.
*
* This is main functional program task.
* It will first run Initializations: FunPgmInit();
* Then it will proceed in endless loop :
*     FunPrepareFPData(); // Prepare FP data
*     FunRegulation(); // Iterate regulation loops
*     FunCommitFPData(); // Commit any changes back to system
*     check if settings changed - if yes, then read all settings
*/
```

```
void FunPgmTask ( uint_32 initial_data )
```

FP: Main Functional Program Task. Calls FunPgmInit for initialization and then runs endless main FP loop.

This is main functional program task. It will first run Initializations: **FunPgmInit()**; Then it will proceed in endless loop : **FunPrepareFPData()**; // Prepare FP data **FunRegulation()**; // Iterate regulation loops **FunCommitFPData()**; // Commit any changes back to system check if settings changed - if yes, then read all settings

#### Todo:

Temporary - shouldn't be used in production code !!!

Definition at line 139 of file **fp.c**.

References **APPCFG\_DEFAULT\_FP\_USER\_ACCCODE**, **APPDBG\_PRINTF**, **D13\_GVARS::Day**, **FunCommitFPData()**, **FunLogCurrentState()**, **FunPgmInit()**, **FunPrepareFPData()**, **FunRegulation()**, **FunSimCommitFPData()**, **FunSimLogCurrentState()**, **FunSimPgmInit()**, **FunSimPrepareFPData()**, **FunSimRegulation()**, **FP\_DATA::GVars**, **D13\_GVARS::Hour**, **D13\_GVARS::Minute**, **D13\_GVARS::Month**, **Read\_FPSettings()**, **D13\_GVARS::Second**, and **D13\_GVARS::Year**.



# D. Tinia – prijazen dom TBS – „Tinias Building Server”

## Kratek opis

TBS – „Tinias Building Server”:

*Nadzor, upravljanje in vizualizacija delovanja prijaznega doma.*

- majhen, varčen, tih (5W)
- povezuje zgradbo in pametno mesto
- informiranje, povratna inf.
  - pametni telefoni, tablice
  - splet, soc.omrežja
- programiranje s pravili, vtičniki
- povezava s soc.omrežji
  - Twitter, FaceBook



**Twitter Feed:**

- Tinia: Someone entered access code  
tinia\_engine1@locica.si  
Poslano: tor 18.10.2011 18:23
- At 6:22 PM, someone entered access code for main entrance. Yours sincerely, Your Tinias Smart Home.
- At 6:12 PM Someone entered access code for main entrance. Yours sincerely, Your Tinias Smart Home.
- At 4:41 PM Someone entered access code for main entrance. Yours sincerely, Your Tinias Smart Home.
- At 3:31 PM Someone entered access code for main entrance. Yours sincerely, Your Tinias Smart Home.
- At 6:22 PM Someone entered access code for main entrance. Yours sincerely, Your Tinias Smart Home.
- At 6:20 PM Someone entered access code for main entrance. Yours sincerely, Your Tinias Smart Home.

**Monitoring Dashboard:**

- Temperature inside: 26.6 °C
- Temperature gallery: 25.1 °C
- Temperature outside: 14.4 °C
- Humidity Living: 51.5 %
- Humidity Gallery: 56.3 %
- House: 26.6 °C
- Mode: Confort

**HVAC Boiler Graph:**

degrees °C

Parameter	Current	Avg	Min	Max
Boiler Temp	42.0 °C	41.7 °C	32.0 °C	51.5 °C
Cellar Temp	17.7 °C	17.0 °C	16.5 °C	17.7 °C
Outdoor Temp	13.9 °C	11.8 °C	7.4 °C	16.7 °C
Setpoint	Heating	Door	WaterCirc Pump	No data

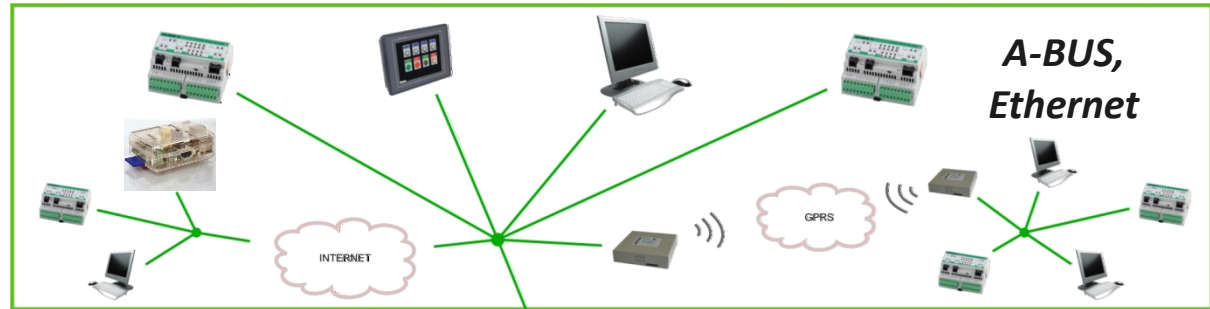
© Tinias 2011. All rights reserved. Unauthorized use prohibited.

# INTEGRA BM SYSTEM

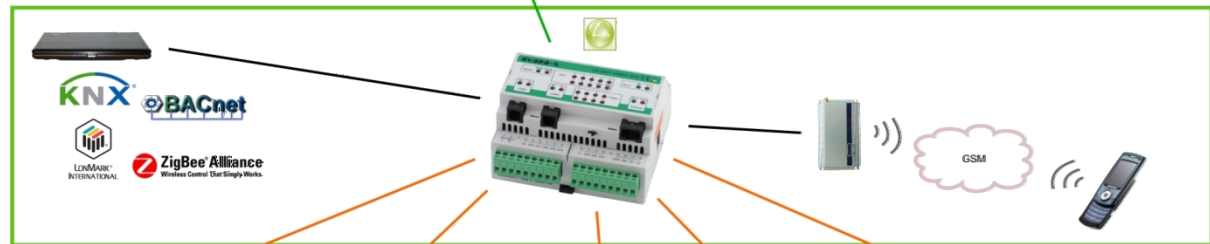
## Industrial & Building Automation

Generally

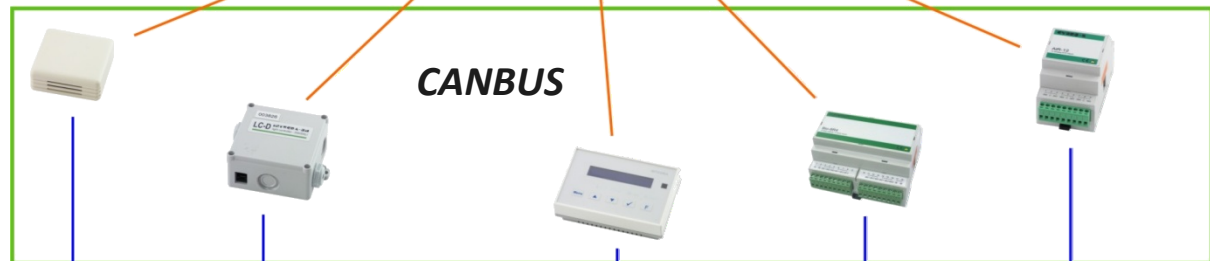
High level network



CyBro controller



Low level network



Accessories





# Tinia – prijazen dom

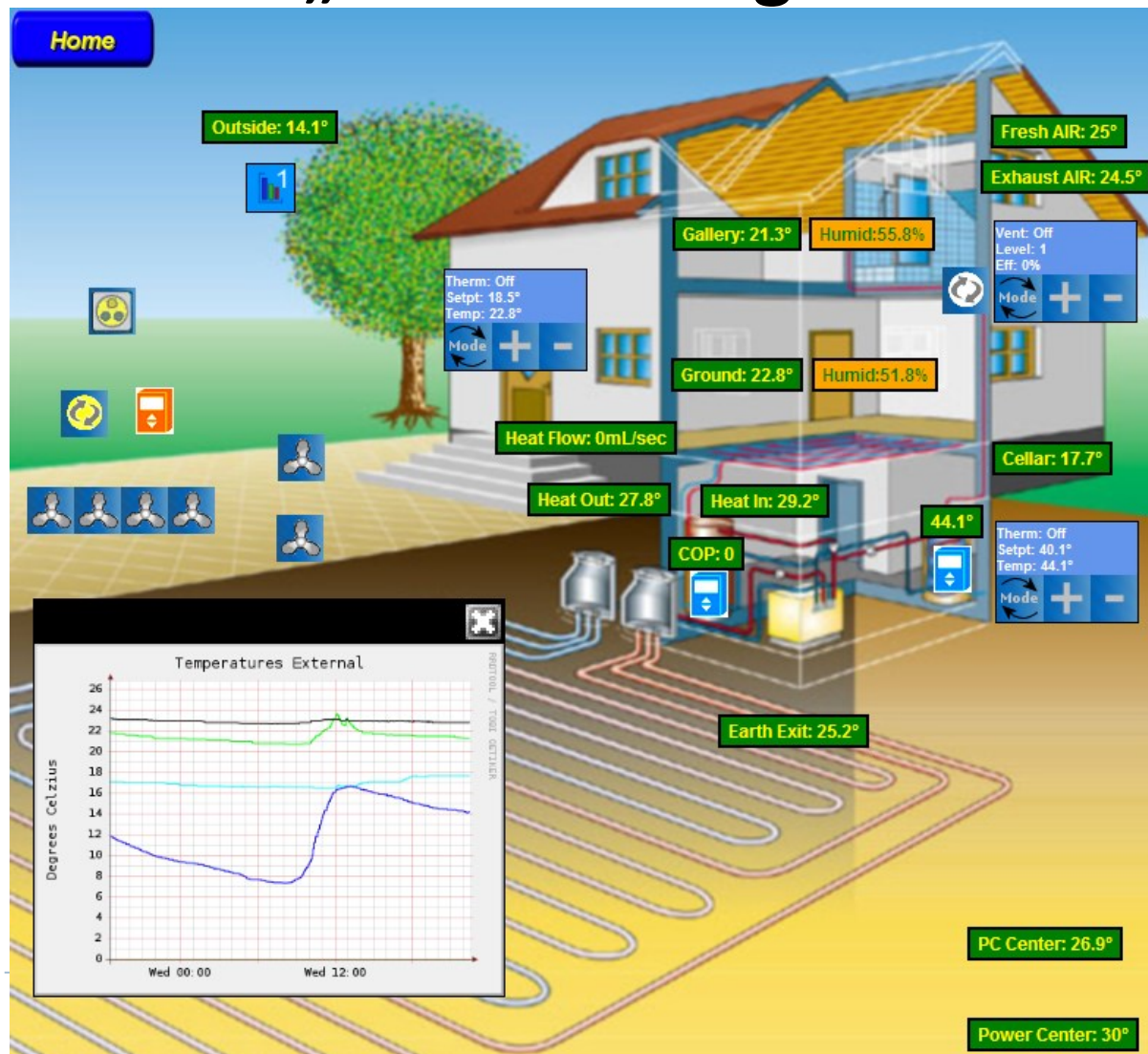
## TBS – „Tinias Building Server“

### Kratek opis

TBS – „Tinias Building Server“:

*Nadzor, upravljanje in vizualizacija delovanja prijaznega doma.*

- majhen, varčen, tih (5W)
- povezuje zgradbo in pametno mesto
- informiranje, povratna inf.
  - pametni telefoni, tablice
  - splet, soc.omrežja
- programiranje s pravili, vtičniki
- povezava s soc.omrežji
  - Twitter, FaceBook





# Ogrevanje (prostori, sanitarna voda)

## Toplotna črpalka zemlja-voda

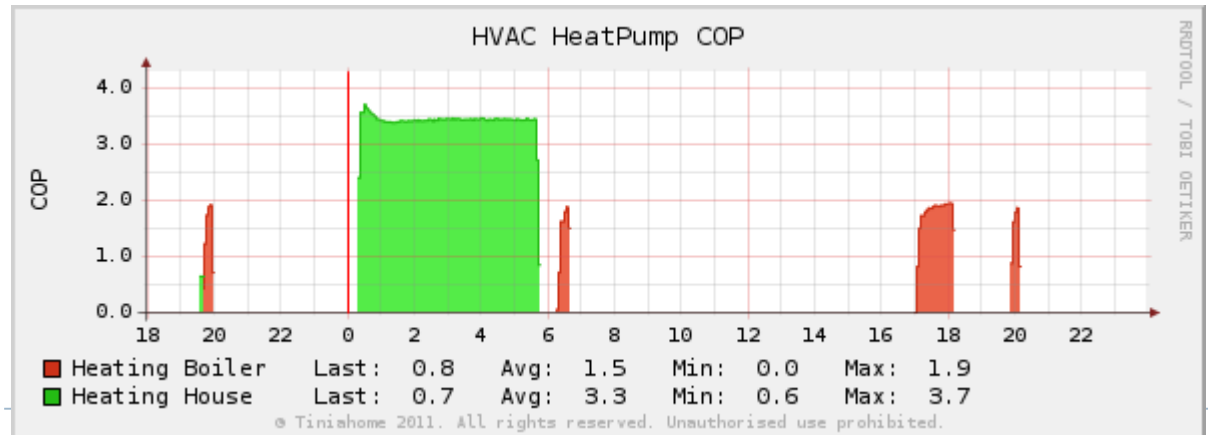
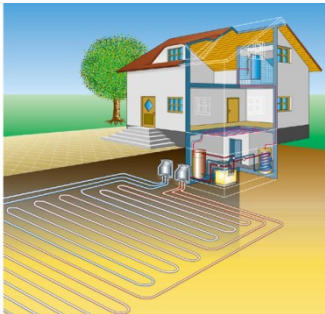
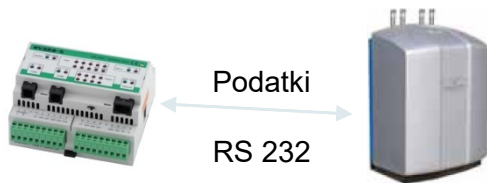
- Zemeljski kolektor
- Talno in stensko ogrevanje
- Sanitarna voda
- Serijska komunikacija:  
Cybro COM2 <-> TČ

Grelno število (COP-Coefficient Of Performance):

$$COP = \frac{\text{Toplotna Moč}}{\text{Elektricna Moč}}$$

- COP ~ 3.5 Ogrevanje prostorov (Elekt.Moč =1.8 kW)
- COP ~ 2.0 Ogrevanje sanitarne vode (Elekt.Moč =3.0 kW)

Primer zimskega dneva – COP toplotne črpalke :





# Prezračevanje

## Prezračevanje s povratkom toplote (rekuperacija)

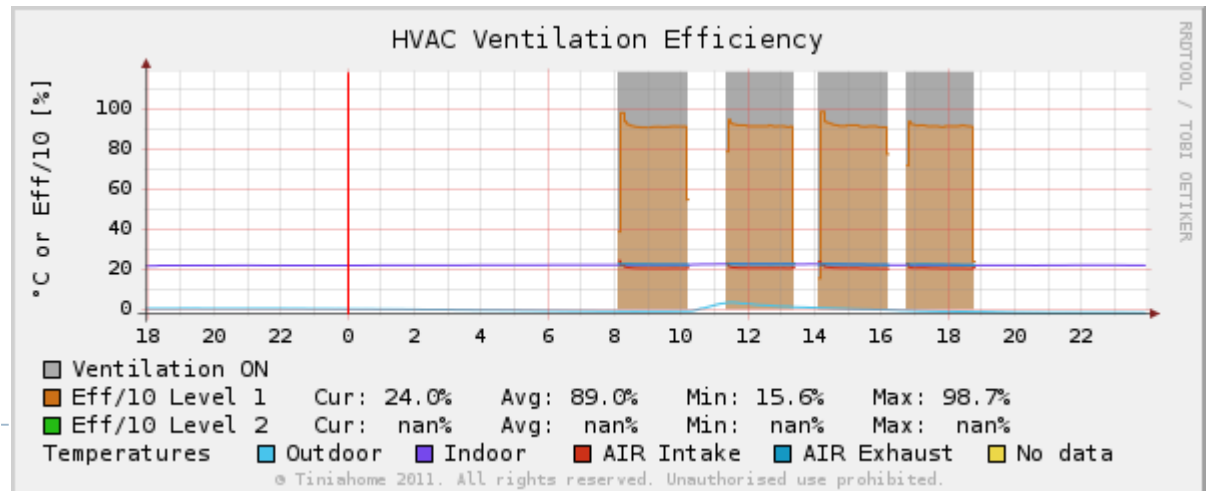
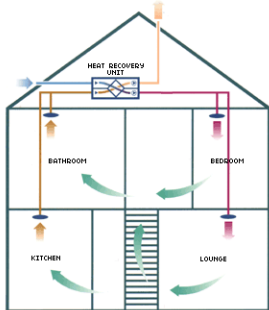
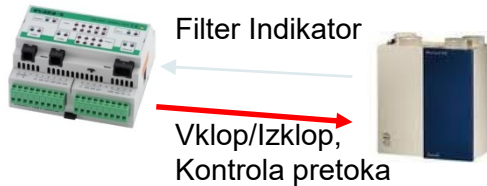
- Izčrpan zrak odda toploto svežemu zraku s >85% izkoristkom
- Vklop/izklop in kontrola pretoka
- Indikator zasičenosti filtra

## Učinkovitost rekuperacije:

$$EFF \approx \frac{\text{Svež zrak temp.} - \text{Zunanji zrak temp.}}{\text{Izčrpan zrak temp.} - \text{Zunanji zrak temp.}} [\%]$$

- Primer : Eff ~ 90% ko:
  - Zunanja Temp. ~0°C
  - Notranja Temp. ~21°C
  - Sveži zrak se segreje od ~0°C do ~19°C (rekuperacija)

## Primer zimskega dneva – učinkovitost rekuperacije





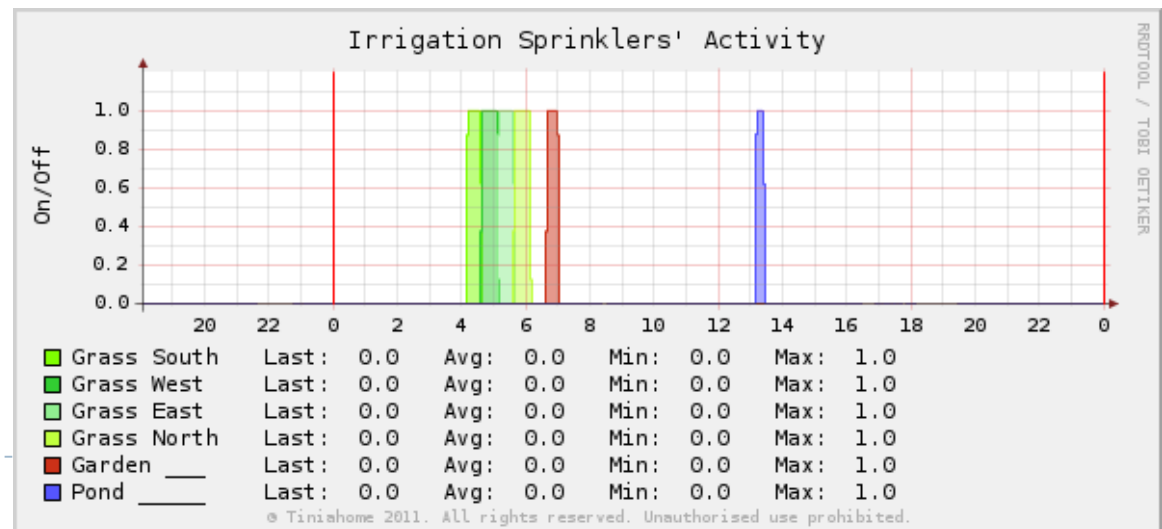
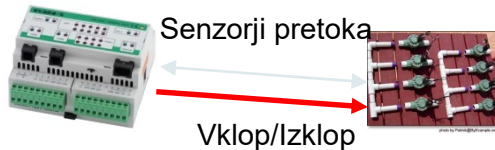
# Zalivanje (vrt, zelenica, ribnik)

## Zalivanje (vrt, zelenica, ribnik)

- Kontrola zalivanja v skladu z urnikom in nivojem vlage v tleh
- Vklop/lzklop & Zaznavanje pretoka

- Zaznavanje pretoka:
  - Preklop med dvema viroma:
    - podtalnica
    - vodovod

### Primer poletnega dne - Zalivanje







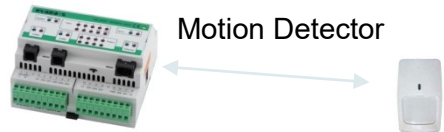
# Vzorci gibanja - prisotnost

## Detekcija gibanja/prisotnosti

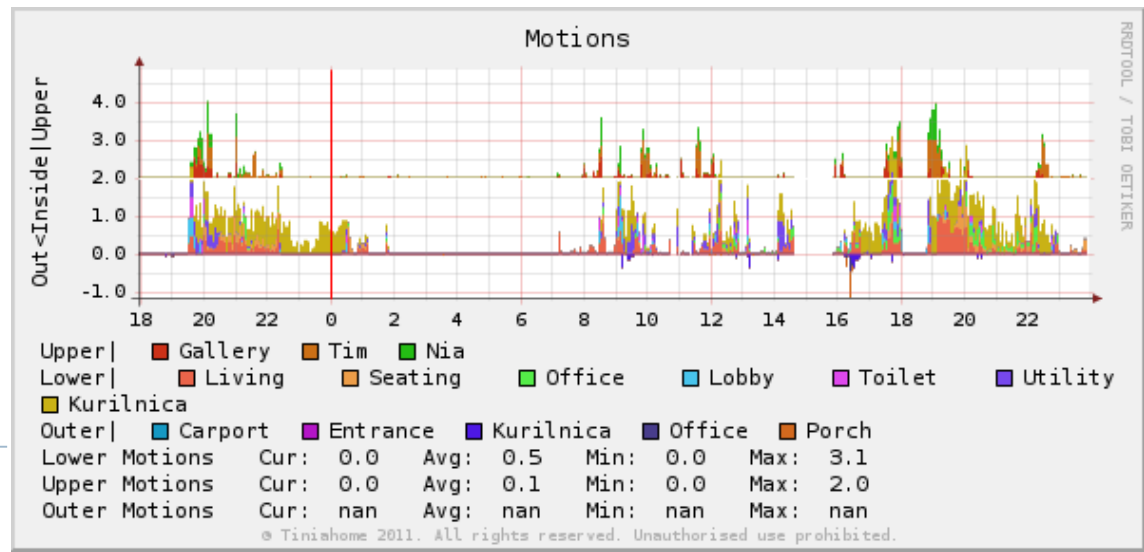
- Detekcija gibanja v posameznih prostorih
- Informacija o prisotnosti

Uporaba vzorcev gibanja oziroma prisotnosti :

- Upravljanje :
  - Razsvetljave
  - Ogrevanja, hlajenja
  - A/V naprav
- Profiliranje, napovedi :
  - Dogodkov v prihodnosti
  - Energetskih potreb
  - Nastavitvev



IR beams/PIR motion detector/Dual-MW/roof PIR  
PET Immune/Curtain PIR with direction...professional



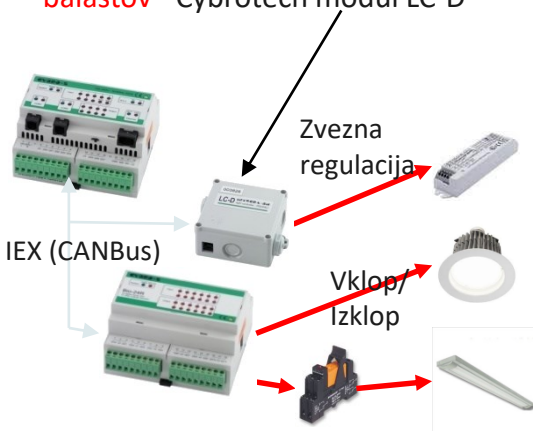


# Razsvetljava

## Vklop/Izklop in zvezna regulacija razsvetljave

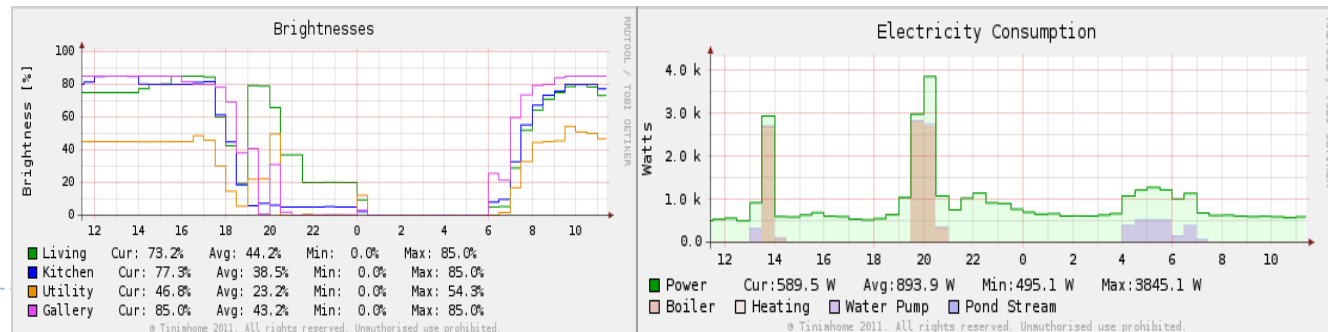
•**Vklop/Izklop** kontrola s  
Cybrotech moduli BIO-24R in BIO-24T, Zunanji releji

•**Zvezna regulacija** s pomočjo **DALI balastov** - Cybrotech modul LC-D



- Luči se upravljajo v skupinah
- Običajno krmiljena s pomočjo scen in zaznavanje osvetljenosti:
  - **Statične scene** – npr. : Prehrana, Obisk, Romantika, TV, Branje, Relaksacija, ...
  - **Dogodkovne scene**: Ko se vklopi TV, nastavi bližnjo luč na 20%.
- Zmanjševanje porabe :
  - **Časovne luči** (izklopi po določenem času odsotnosti)
  - Vklopi luč samo, ko je to **res potrebno** (trenutna osvetljenost)
  - Nastavi zvezne luči samo na **potrebno stopnjo** (glede na osvetljenost)

Primer **meritev osvetljenosti in nadzora porabe el. energije**  
(glavni porabnik el. Energije so posebej izpostavljeni)



# Pasivno ogrevanje/hlajenje...

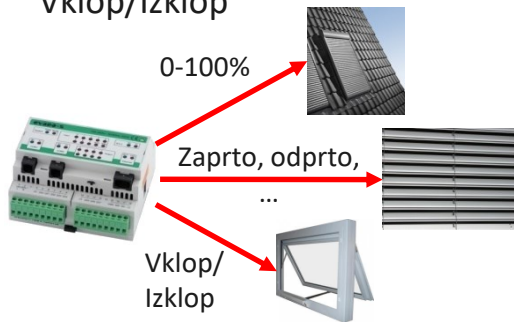


## Rolete, žaluzije, Okna

• **Rolete:** med 0% - 100%  
(0% odprte, 100% zaprte)

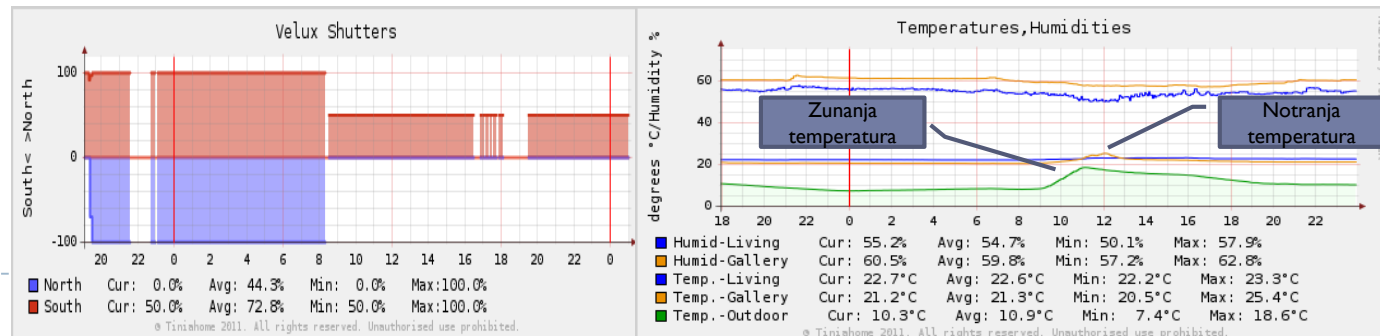
• **Žaluzije** imajo stanja :  
Zaprto(100%), Senčeno(75%),  
Odprto(50%), Solarno pasivno  
(25%), Dvignjeno(0%).

• **Motorizirana okna:**  
Vklop/Izklop



- Strešna okna z roletami :
  - Severna, običajno:
    - **Odprta v toplem vremenu** za boljšo osvetlitev
    - **Zaprta v hladnem vremenu** za ohranjanje toplote
  - Južna, običajno:
    - **Odprta v hladnem, sončnem vremenu** za pasivno ogrevanje
    - **Zaprta v vročem vremenu** proti pregrevanju
- **Žaluzije:**
  - **Senčene ali zaprte ob izrazitem sončnem vremenu poleti**
  - **Odprte v "solarni" poziciji ob sončnih dnevih pozimi**
- **Motorizirana okna (s komarniki) :**
  - **Odprta v poletnih nočeh za pasivno ohlajanje**

Primer stanj rolet in temperatur v sončnem zimskem dnevu:



## 2. Programiranje vgrajenih sistemov - Primeri

### E. Pametni zabojniki

Merilnik tlaka, temperature, nivoja, pozicije, ... za pametne zabojnike



Füllstand



Raumtemperatur



Raumfeuchtigkeit



Behälterdruck



Licht



Ortung



Beschleunigung



Außentemperatur



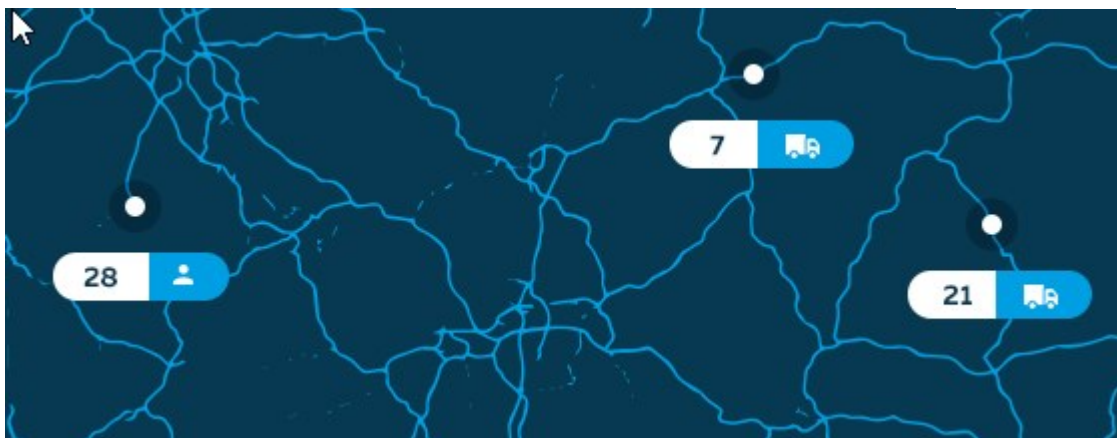
Umgebungsfeuchtigkeit



Luftdruck



Umgebungslicht



# 2. Programiranje vgrajenih sistemov - Primeri

## E. Pametni zabojniki

Merilnik tlaka, temperature, nivoja, pozicije, ... za pametne zabojnike

The screenshot displays the STM32CubeMX software interface for configuring a project on an STM32F439ZITx microcontroller. The 'Pinout & Configuration' tab is selected, showing the 'FREERTOS Mode and Configuration' settings. The 'Kernel settings' section is expanded, showing 'USE\_PREEMPTION' set to 'Enabled'. The 'Pinout view' shows the physical pinout of the LQFP144 package with various peripheral connections labeled.

Category	Parameter	Value
Kernel settings	USE_PREEMPTION	Enabled
Kernel settings	CPU_CLOCK_HZ	SystemCoreClock
Kernel settings	TICK_RATE_HZ	100
Kernel settings	MAX_PRIORITIES	7
Kernel settings	MINIMAL_STACK_SIZE	128 Words
Kernel settings	MAX_TASK_NAME_LEN	16
Kernel settings	USE_16_BIT_TICKS	Disabled
Kernel settings	IDLE_SHOULD_YIELD	Enabled
Kernel settings	USE_MUTEXES	Enabled
Kernel settings	USE_RECURSIVE_MUTEXES	Disabled
Kernel settings	USE_COUNTING_SEMAPHOR...	Enabled
Kernel settings	QUEUE_REGISTRY_SIZE	8
Kernel settings	USE_APPLICATION_TASK_TAG	Disabled
Kernel settings	ENABLE_BACKWARD_COMP...	Enabled
Kernel settings	USE_PORT_OPTIMISED_TASK...	Enabled

## 2. Programiranje vgrajenih sistemov - Primeri

### F. Embedded Linux (UcLinux, Buildroot)

Buildroot na STM32F769

The logo for bootlin, featuring the word "bootlin" in a lowercase, sans-serif font. The letter "o" is stylized with an orange triangle above it.

[Understanding the Linux product stack](#)

[Running Linux with PMEMPT\\_KIT](#)

<https://bootlin.com/>



THE YOCTO PROJECT. IT'S NOT AN EMBEDDED LINUX DISTRIBUTION,  
IT CREATES A CUSTOM ONE FOR YOU.



Products

NXP,  
Cortex-A

- i.MX 8M Mini
- i.MX 8M
- i.MX 6SoloX
- i.MX 6ULL
- Vybrid

NXP,  
i.MX 8M Mini Starter Kits

- NXP 8MNavQ Kit
- PMD TOF Camera Kit

NXP,  
Cortex-M

- i.MX RT1050
- i.MX RT1060
- i.MX RT1170
- Kinetis K70
- Kinetis K61
- LPC4357
- LPC4350
- LPC1850
- LPC1788

ST,  
Cortex-A

- STM32MP1

ST,  
Cortex-M

- STM32H7
- STM32F7
- STM32F4
- STM32F769I
- STM32F746G
- STM32F429

Microchip,  
Cortex-M

- SmartFusion2
- SmartFusion

<https://www.emcraft.com/>

# Buildroot

Making Embedded Linux  
Easy

[LEARN MORE](#)

[DOWNLOAD](#)

## 2. Programiranje vgrajenih sistemov - Primeri

### F. Embedded Linux (UcLinux, Buildroot)

Buildroot na STM32F769

```
# -----  
U-Boot SPL 2020.04 (Oct 18 2020 - 20:10:10 +0200)  
# -----  
Trying to boot from XIP  
|  
|  
U-Boot 2020.04 (Oct 18 2020 - 20:10:10 +0200)  
  
Model: STMicroelectronics STM32F769-DISCO board  
DRAM: 16 MiB  
set_rate not implemented for clock index 4  
set_rate not implemented for clock index 4  
set_rate not implemented for clock index 4  
Flash: 1 MiB  
MMC: sdio2@40011c00: 0  
In: serial  
Out: serial  
Err: serial  
usr button is at LOW LEVEL  
Net:  
Warning: ethernet@40028000 (eth0) using random MAC  
eth0: ethernet@40028000  
Hit SPACE in 1 seconds to stop autoboot:
```

```
# -----
```

```
Starting kernel ...
```

```
# -----
```

```
Booting Linux on physical CPU 0x0
```

```
Linux version 5.6.15 (robi@Linux) (gcc version 8.4.0 (Buildroot 2020.05)) #1 PREEM
```

```
CPU: ARMv7-M [411fc270] revision 0 (ARMv7M), cr=00000000
```

```
CPU: PIPT / VIPT nonaliasing data cache, PIPT instruction cache
```

```
OF: fdt: Machine model: STMicroelectronics STM32F769-DISCO board
```

```
Reserved memory: created DMA memory pool at 0xc0ef0000, size 1 MiB
```

```
OF: reserved mem: initialized node linux,dma-compatible id shared-dma-pool
```

```
Using ARMv7 PMSA Compliant MPU. Region independence: No, Used 6 of 8 regions
```

```
Built 1 zonelists, mobility grouping off. Total pages: 3794
```

```
Kernel command line: root=/dev/mmcblk0p1 rootwait rw
```

```
Dentry cache hash table entries: 2048 (order: 1, 8192 bytes, linear)
```

```
Inode-cache hash table entries: 1024 (order: 0, 4096 bytes, linear)
```

```
mem auto-init: stack:off, heap alloc:off, heap free:off
```

```
Memory: 12240K/15296K available (1924K kernel code, 166K rodata, 384K rodata, 84K init, 115K bss, 3056K reserved,  
0K cma-reserved)
```

Differences between UcLinux vs Linux

Maybe we can have session to explain what is the biggest difference...

Under MMU, every program runs in own address space independently of others, it can also ask for more memory any time during execution...

Under UcLinux this is not the case, you have linear memory space for all apps, including Kernel... If one app goes wrong, it can affect others, since memory space is the same... No protection at all for this situation... This is the biggest difference.... And also for UcLinux, at least 32MB of RAM is recommended, at least to start with...

But I also see some real advantages of using UcLinux already...

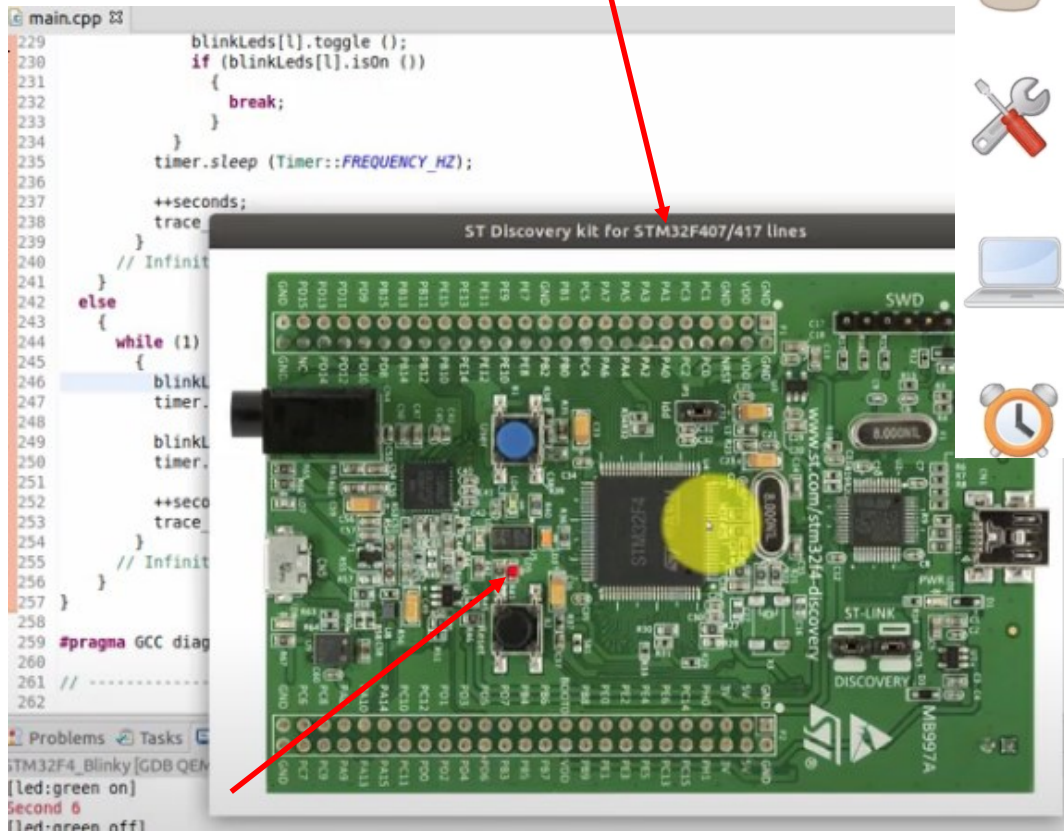
Because SW looks quite the same, we can use tools that are already existing... We can develop on Linux and transfer.... So SW very much looks like real Linux SW. And that is the big advantage of this path... So I still think that it is a good way... But we need to also have practical experience, when system will be actually running to confirm all this...

## 2. Programiranje vgrajenih sistemov - Primeri

### G. Simulacije, Emulacije

#### QEMU – STM32 Discovery

<https://www.qemu.org/>



#### Why use QEMU?

# QEMU

A generic and open source machine emulator and virtualizer



#### • Cost

- free and open source software (GPLv2)
- no development kit required



#### • Experiment without fear

- Minimize the risk of corrupting valuable development boards



#### • Portability

- Not tied to a lab bench --> only need QEMU and a laptop



#### • Reduce project timescales

- work in advance of prototype board or silicon delivery

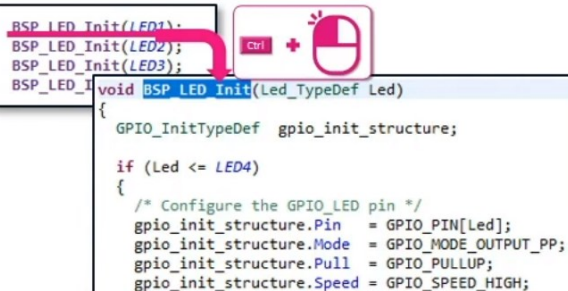


## 2. Programiranje vgrajenih sistemov

### Razvoj in razhroščevanje (primer CubelIDE)

#### Symbol Hyperlink

```
BSP_LED_Init(LED1);  
BSP_LED_Init(LED2);  
BSP_LED_Init(LED3);  
BSP_LED_Init(LED4);  
void BSP_LED_Init(Led_TypeDef Led)  
{  
    GPIO_InitTypeDef gpio_init_structure;  
  
    if (Led <= LED4)  
    {  
        /* Configure the GPIO_LED pin */  
        gpio_init_structure.Pin = GPIO_PIN[Led];  
        gpio_init_structure.Mode = GPIO_MODE_OUTPUT_PP;  
        gpio_init_structure.Pull = GPIO_PULLUP;  
        gpio_init_structure.Speed = GPIO_SPEED_HIGH;  
    }  
}
```

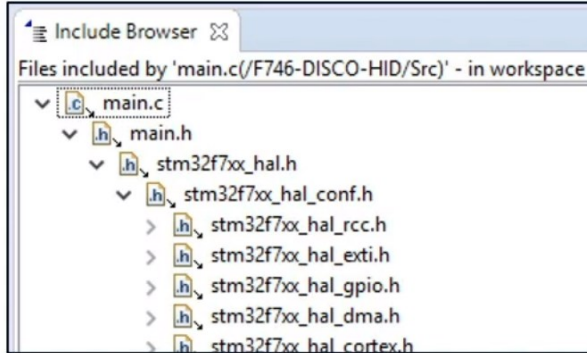


#### Include Browser

Include Browser

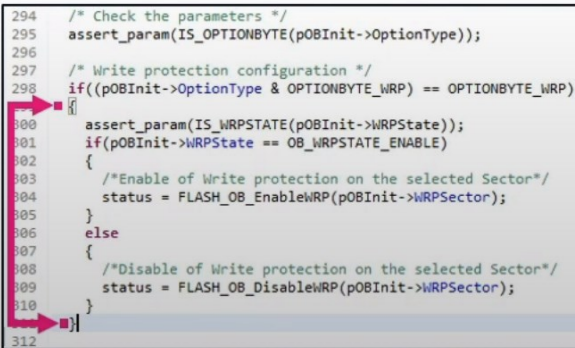
Files included by 'main.c(/F746-DISCO-HID/Src)' - in workspace

- main.c
  - main.h
    - stm32f7xx\_hal.h
      - stm32f7xx\_hal\_conf.h
        - stm32f7xx\_hal\_rcc.h
        - stm32f7xx\_hal\_exti.h
        - stm32f7xx\_hal\_gpio.h
        - stm32f7xx\_hal\_dma.h
        - stm32f7xx\_hal\_cortex.h



#### Brace Navigation

```
294 /* Check the parameters */  
295 assert_param(IS_OPTIONBYTE(poBInit->OptionType));  
296  
297 /* Write protection configuration */  
298 if((poBInit->OptionType & OPTIONBYTE_WRP) == OPTIONBYTE_WRP)  
299 {  
300     assert_param(IS_WRPSTATE(poBInit->WRPState));  
301     if(poBInit->WRPState == OB_WRPSTATE_ENABLE)  
302     {  
303         /*Enable of Write protection on the selected Sector*/  
304         status = FLASH_OB_EnableWRP(poBInit->WRPSector);  
305     }  
306     else  
307     {  
308         /*Disable of Write protection on the selected Sector*/  
309         status = FLASH_OB_DisableWRP(poBInit->WRPSector);  
310     }  
311 }  
312
```

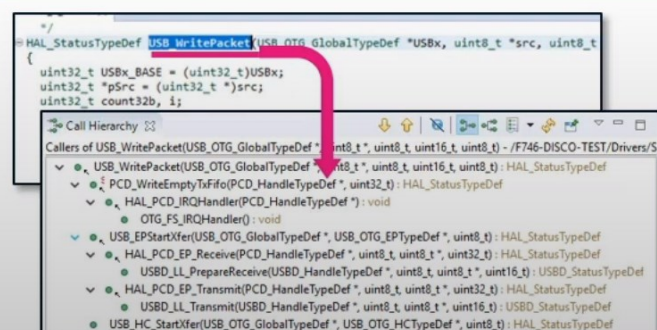


#### Call Hierarchy

```
HAL_StatusTypeDef USB_WritePacket(USB_OTG_GlobalTypeDef *USBx, uint8_t *src, uint8_t
```

Call Hierarchy

Callers of USB\_WritePacket(USB\_OTG\_GlobalTypeDef \*, uint8\_t \*, uint8\_t \*, uint8\_t \*, uint8\_t \*, uint8\_t) - /F746-DISCO-TEST/Drivers/S

- USB\_WritePacket(USB\_OTG\_GlobalTypeDef \*, uint8\_t \*, uint8\_t \*, uint8\_t \*, uint8\_t \*, uint8\_t): HAL\_StatusTypeDef
  - PCD\_WriteEmptyTxFifo(PCD\_HandleTypeDef \*, uint32\_t): HAL\_StatusTypeDef
    - HAL\_PCD\_IRQHandler(PCD\_HandleTypeDef \*): void
      - OTG\_FS\_IRQHandler(): void
  - USB\_EPStartXfer(USB\_OTG\_GlobalTypeDef \*, USB\_OTG\_EPTypeDef \*, uint8\_t): HAL\_StatusTypeDef
    - HAL\_PCD\_EP\_Receive(PCD\_HandleTypeDef \*, uint8\_t \*, uint8\_t \*, uint32\_t): HAL\_StatusTypeDef
      - USBDD\_LL\_PrepareReceive(USBDD\_HandleTypeDef \*, uint8\_t \*, uint8\_t \*, uint16\_t): USBDD\_StatusTypeDef
        - HAL\_PCD\_EP\_Transmit(PCD\_HandleTypeDef \*, uint8\_t \*, uint8\_t \*, uint32\_t): HAL\_StatusTypeDef
          - USBDD\_LL\_Transmit(USBDD\_HandleTypeDef \*, uint8\_t \*, uint8\_t \*, uint16\_t): USBDD\_StatusTypeDef
            - USB\_HC\_StartXfer(USB\_OTG\_GlobalTypeDef \*, USB\_OTG\_HCTypeDef \*, uint8\_t): HAL\_StatusTypeDef

## 2. Programiranje vgrajenih sistemov

### Razvoj in razhroščevanje (primer CubelIDE)

#### Highlight Inactive Code

```
usb_desc.c
157
158 #if defined ( __ICARM__ ) /* IAR Compiler */
159 #pragma data_alignment=4
160 #endif /* defined ( __ICARM__ ) */
161 /** USB standard device descriptor. */
162 _ALIGN_BEGIN uint8_t USB0_FS_DeviceDesc[USB_LEN_DEV_DESC] _ALIGN_END =
163 {
164     0x12,                /*bLength*/
165     USB_DESC_TYPE_DEVICE, /*bDescriptorType*/
166     #if (USB0_LPM_ENABLED == 1)
167     0x01,                /*bcdUSB*/ /* changed to USB version 2.01
168                                     in order to support LPM L1 suspend
169                                     resume test of USBVC3.0*/
170 #else
171     0x00,                /*bcdUSB*/
172 #endif /* (USB0_LPM_ENABLED == 1) */
173     0x02,                /*bDeviceClass*/
174     0x00,                /*bDeviceSubClass*/
175     0x00,                /*bDeviceProtocol*/
176     USB_MAX_EP0_SIZE,   /*bMaxPacketSize*/
177     LOBYTE(USB0_VID),   /*idVendor*/
178     HIBYTE(USB0_VID),   /*idVendor*/
179 }
```

#### Auto-Complete

```
*main.c
97 /* USER CODE BEGIN 2 */
98 HAL_GPIO
99 /* USER CO
100
101 /* Inifit
102 /* USER CO
103 while (1)
104 {
105 /* USER
106
107 /* USER
108
109 /* USER CO
110 }
111
112 /**
113 * @brief S
114 * @retval
115
116 HAL_GPIO_Delinit(GPIO_TypeDef * GPIOx, uint32_t GPIO_Pin) : void
117 HAL_GPIO_EXTI_Callback(uint16_t GPIO_Pin) : void
118 HAL_GPIO_EXTI_IRQHandler(uint16_t GPIO_Pin) : void
119 HAL_GPIO_Init(GPIO_TypeDef * GPIOx, GPIO_InitTypeDef * GPIO_Init) : void
120 HAL_GPIO_LockPin(GPIO_TypeDef * GPIOx, uint16_t GPIO_Pin) : HAL_Statu
121 HAL_GPIO_ReadPin(GPIO_TypeDef * GPIOx, uint16_t GPIO_Pin) : GPIO_PiHS
122 HAL_GPIO_TogglePin(GPIO_TypeDef * GPIOx, uint16_t GPIO_Pin) : void
123 HAL_GPIO_WritePin(GPIO_TypeDef * GPIOx, uint16_t GPIO_Pin, GPIO_PiSt
124 # HAL_GPIO_MODULE_ENABLED
```

#### File Diff/Compare

```
Compare (F746-DISCO-TEST/Src/main.c - F746-DISCO-TEST-2/Src/main.c)
C Compare
StartDefaultTask
SystemClock_Config
cmsis_os.h
fatfs.h
usb_device.h
C Compare Viewer
F746-DISCO-TEST/Src/main.c
20
21 /* Includes -----
22 #include "main.h"
23 #include "usb_device.h"
24
25 /* Private includes -----
26 /* USER CODE BEGIN Includes */
27
28 /* USER CODE END Includes */
29
F746-DISCO-TEST-2/Src/main.c
20
21 /* Includes -----
22 #include "main.h"
23 #include "cmsis_os.h"
24 #include "fatfs.h"
25 #include "usb_host.h"
26
27 /* Private includes -----
28 /* USER CODE BEGIN Includes */
29
```

#### Syntax Highlight

```
116 void SystemClock_Config(void)
117 {
118     RCC_OscInitTypeDef RCC_OscInitStruct = {0};
119     RCC_ClkInitStructDef RCC_ClkInitStruct = {0};
120     RCC_PeriphCLKInitTypeDef PeriphClkInitStruct = {0};
121
122     /** Configure the main internal regulator output voltage
123     */
124     __HAL_RCC_PWR_CLK_ENABLE();
125     __HAL_PWR_VOLTAGESCALING_CONFIG(PWR_REGULATOR_VOLTAGE_SCALE3);
126     /** Initializes the CPU, AHB and APB buses clocks
127     */
128     RCC_OscInitStruct.OscillatorType = RCC_OSCILLATORTYPE_HSI|RCC_OSCILLA
129     RCC_OscInitStruct.HSEState = RCC_HSE_ON;
130     RCC_OscInitStruct.HSISState = RCC_HSI_ON;
131     RCC_OscInitStruct.HSICalibrationValue = RCC_HSICALIBRATION_DEFAULT;
132     RCC_OscInitStruct.PLL.PLLState = RCC_PLL_ON;
133     RCC_OscInitStruct.PLL.PLLSource = RCC_PLLSOURCE_HSE;
134     RCC_OscInitStruct.PLL.PLLM = 15;
135     RCC_OscInitStruct.PLL.PLLN = 144;
```

## 2. Programiranje vgrajenih sistemov

### Razvoj in razhroščevanje (primer CubeIDE)

#### Open OCD or GDB server

Main Debugger Startup Source Common

GDB Connection Settings

Autostart local GDB server Host name or IP address localhost

Connect to remote GDB server Port number 61234

Debug probe ST-LINK (ST-LINK GDB server)

GDB Server ST-LINK (ST-LINK GDB server)

Interface  SWD  JTAG

#### Program your external Memory

Core Clock: 16.0 MHz

SWO Clock: 2000 kHz

Port number: 61235

Wait for sync packet

Device settings

Debug in low power modes:  Enable

Suspend watchdog counters while halted:  No configuration

Misc

Verify flash download

Enable live expressions

Log to file:

External Loader:

Shared ST-LINK

#### Multicore Debug

GDB Hardware Debugging

Launch Group

Launch Group (Deprecated)

STM32 Cortex-M C/C++ Application

NUCLEO-H755-Q\_CM4 Debug

NUCLEO-H755-Q\_CM7 Debug

Load Image and Symbols

File Build Download Load sy... Add... Edit...

Debug Console

Project Explorer

Launch H757 [Launch Group]

C:/ST/STM32/CubeIDE\_1.10.19rc3/STM32/CubeIDE/plugins/com.st.st-link (OpenOCD)

C:/ST/STM32/CubeIDE\_1.10.19rc3/STM32/CubeIDE/plugins/com.st.st-link (OpenOCD)

H757\_CM7 Debug [STM32 Cortex-M C/C++ Application]

H757\_CM7.eif

Thread #1 (Suspended : Breakpoint)

main() at main.c:17 0d800026

Reset\_Handler() at startup\_stm32h757ihx.s:83 0d800034e

C:/ST/STM32/CubeIDE\_1.10.19rc3/STM32/CubeIDE/plugins/com.st.st-link (OpenOCD)

H757\_CM7 Debug [STM32 Cortex-M C/C++ Application]

H757\_CM7.eif

Thread #1 (Suspended : Breakpoint)

main() at main.c:17 0d800026

Reset\_Handler() at startup\_stm32h757ihx.s:83 0d800034e

C:/ST/STM32/CubeIDE\_1.10.19rc3/STM32/CubeIDE/plugins/com.st.st-link (OpenOCD)

#### Trace Support

Serial Wire Viewer (SWV)

Enable

Clock Settings

Core Clock: 16.0 MHz

SWO Clock: 2000 kHz

Port number: 61235

Wait for sync packet





Device settings

Debug in low power modes: Enable

Suspend watchdog counters while halted: No configuration

## 2. Programiranje vgrajenih sistemov

### Razvoj in razhroščevanje (primer CubeIDE)

				
Core	Cortex M0 / M0+	Cortex M3 / M4	Cortex M33	Cortex M7
Debug	SWD*	JTAG / SWD	JTAG / SWD	JTAG / SWD
Trace	No	<u>Trace port</u> Serial Wire Viewer	<u>Trace port</u> Serial Wire Viewer	<u>Trace port</u> Serial Wire Viewer

## 2. Programiranje vgrajenih sistemov

### Razvoj in razhroščevanje (primer CubeIDE)

**Serial Wire Debug (SWD)**

- SWD is similar to JTAG with fewer pins

**Serial Wire Viewer (SWV)**

- Real-time tracing in compatible ARM processors
- No need to Halt the MCU

**Advanced Features**

- Statistical profiling
- Memory access log
- Live variable view
- Data tracing
- Event notification
- Software trace

Take Away

## 2. Programiranje vgrajenih sistemov

### ***Razvoj in razhroščevanje (primer CubelDE)***

---

## 2. Programiranje vgrajenih sistemov

### ***Razvoj in razhroščevanje (primer CubelDE)***

---

## 2. Programiranje vgrajenih sistemov

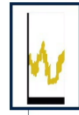
### Razvoj in razhroščevanje (primer CubelIDE)



Using Data Trace & Live Watch



Timing Measurement



Using Data Trace Timeline Graph



Exception Log & Timeline Graph



printf()  
redirection



Statistical Profiling

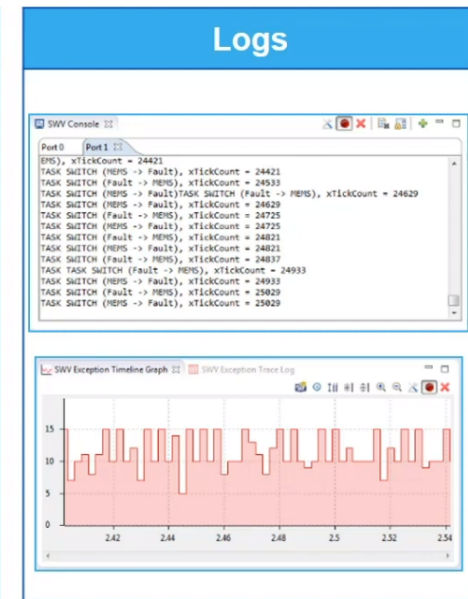
### • SWV adds:

#### Real Time Trace

- That uses the SWD port and the SWO pin.

#### Advanced Debugging

- Without Halting the MCU





## 2. Programiranje vgrajenih sistemov

### ***Razvoj in razhroščevanje (primer CubelDE)***

---

## 2. Programiranje vgrajenih sistemov

### ***Razvoj in razhroščevanje (primer CubelDE)***

---

## 2. Programiranje vgrajenih sistemov

### Kaj po koncu razvoja ?

- ▶ Dokumentacija (!\*?)
- ▶ Spremljanje delovanja (kurativa) :
  - ▶ serijska konzola
  - ▶ log datoteke, sporočanje napak, daljinski nadzor
- ▶ primer kritične napake:

```
2015-01-11 05:45:37 CRIT 232    0 FP    WDT has expired
2015-01-11 05:46:21 CRIT 232    0 MNG    WDT has expired
```

- ▶ primer pomembne napake, ki zahteva popravke v kodi :

```
2015-01-09 15:00:02 INFO  60     0 CMDEXECUTE  CMD:Execute Cmd[72]
2015-01-09 15:00:02 INFO  60     0 CMDEXECUTE  CMD:SendSett
2015-01-09 15:04:02 CRIT 232     0 CMDEXECUTE  WDT has expired
```



spremljanje

# 3. Nivoji programiranja – jeziki, knjižnice

## Baremetal - zbirnik

```
INIT_IO:
push {r5, r6, lr}
// Enable GPIO Peripheral Clock (bit 3 in AHBIENR register)
ldr r6, =RCC_AHB1ENR // Load peripheral clock reg address to r6
ldr r5, [r6] // Read its content to r5
orr r5, 0x00000008 // Set bit 3 to enable GPIO clock
str r5, [r6] // Store result in peripheral clock register

// Make GPIO Pin12 as output pin (bits 25:24 in MODER register)
ldr r6, =GPIO_BASE // Load GPIO BASE address to r6
ldr r5, [r6,#GPIO_MODER] // Read GPIO_MODER content to r5
and r5, 0x00FFFFFF // Clear bits 31-24 for P12-15
orr r5, 0x55000000 // Write 01 to bits 31-24 for P12-15
str r5, [r6] // Store result in GPIO MODER register
pop {r5, r6, pc}
```

```
LED_ON:
push {r5, r6, lr}
// Set GPIO Pins to 1 (through BSSR register)
ldr r6, =GPIO_BASE // Load GPIO BASE address to r6
mov r5, #LEDs_ON
str r5, [r6,#GPIO_BSSR] // Write to BSSR register
pop {r5, r6, pc}
```

```
LED_OFF:
push {r5, r6, lr}
// Set GPIO Pins to 0 (through BSSR register)
ldr r6, =GPIO_BASE // Load GPIO BASE address to r6
mov r5, #LEDs_OFF
str r5, [r6,#GPIO_BSSR] // Write to BSSR register
pop {r5, r6, pc}
```

[https://github.com/LAPSyLAB/ORLab-STM32/tree/main/GPIO\\_LEDs](https://github.com/LAPSyLAB/ORLab-STM32/tree/main/GPIO_LEDs)

[https://github.com/LAPSyLAB/STM32F4\\_Discovery\\_VIN\\_Projects/tree/main/LED\\_GPIO\\_C\\_Baremetal\\_C](https://github.com/LAPSyLAB/STM32F4_Discovery_VIN_Projects/tree/main/LED_GPIO_C_Baremetal_C)

## Baremetal - C

```
/* USER CODE BEGIN 2 */

RCC->AHB1ENR |= 0x08;
// Enable clock for GPIO
GPIO->MODER |= 0x01000000; //
MODE Register: bit 12 == out

/* USER CODE END 2 */

/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
{
    GPIO->ODR ^= 0x1000; //
    Toggle PD12

/* USER CODE END WHILE */

/* USER CODE BEGIN 3 */
for (int i=0; i<0x1000000; i++) {};
// waste some time
}
/* USER CODE END 3 */
```

## HAL - C

```
/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
{
    HAL_GPIO_TogglePin(GPIO, GPIO_PIN_12);

/* USER CODE END WHILE */

/* USER CODE BEGIN 3 */
HAL_Delay(1000);
}
/* USER CODE END 3 */

void HAL_GPIO_TogglePin(GPIO_TypeDef* GPIOx,
uint16_t GPIO_Pin)
{
    uint32_t odr;

/* Check the parameters */
assert_param(IS_GPIO_PIN(GPIO_Pin));

/* get current Output Data Register value
*/
odr = GPIOx->ODR;

/* Set selected pins that were at low
level, and reset ones that were high */
GPIOx->BSRR = ((odr & GPIO_Pin) <<
GPIO_NUMBER) | (~odr & GPIO_Pin);
}
```

[https://github.com/LAPSyLAB/STM32F4\\_Discovery\\_VIN\\_Projects/tree/main/LED\\_Blink\\_Demo](https://github.com/LAPSyLAB/STM32F4_Discovery_VIN_Projects/tree/main/LED_Blink_Demo)

# 3. Nivoji programiranja – koncepti

## Ena zanka

```
{ ...  
  if (Timer_1sec) {  
    readSensors(&data);  
    send_data(&data);  
    Timer_1sec = 0;  
  }  
  
  if (Timer_50msec) {  
    readKeys(&keys);  
    readInputs(&inputs);  
    Timer_50msec = 0;  
  }  
}
```

## Končni avtomat

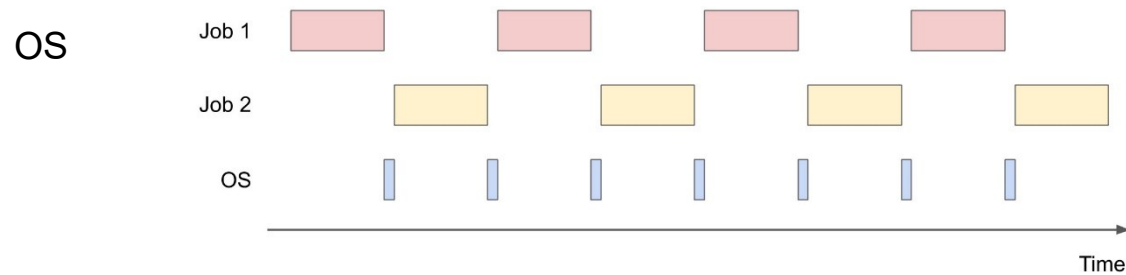
```
switch (FSM.State) {  
  case CHECK_REASON:  
    ///  
    FSM.State: after reset.  
  
    if VSE_OK then  
      FSM.State = CHECK_BAUDRATE  
  
      break;  
  
  case CHECK_BAUDRATE:  
    ///  
    FSM.State: after reset.  
    ...  
  
    break;
```

## RTOS

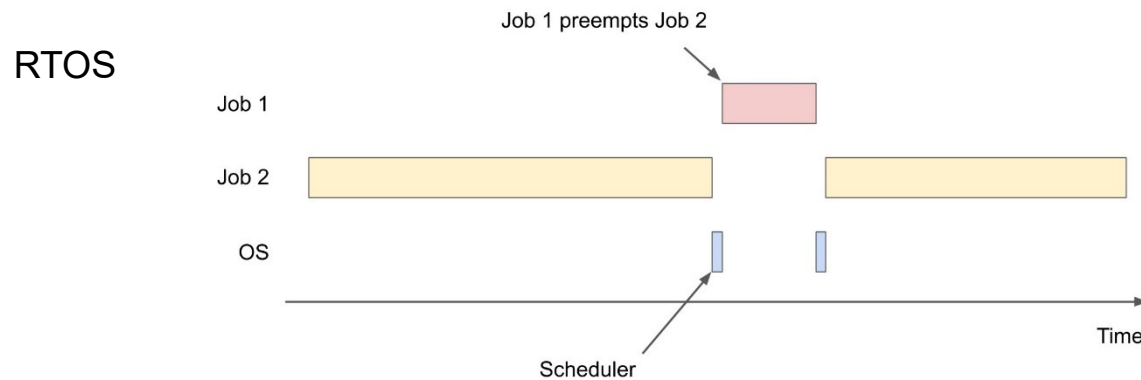
```
void StartTask02(void *argument)  
{  
  /* USER CODE BEGIN StartTask02 */  
  /* Infinite loop */  
  for(;;)  
  {  
    HAL_GPIO_TogglePin(GPIOD,  
      GPIO_PIN_13);  
    osDelay(1000);  
  }  
  /* USER CODE END StartTask02 */  
}  
  
void StartTask01(void *argument)  
{  
  /* USER CODE BEGIN StartTask01 */  
  /* Infinite loop */  
  for(;;)  
  {  
    HAL_GPIO_TogglePin(GPIOD,  
      GPIO_PIN_12);  
  
    osDelay(1000);  
  }  
  /* USER CODE END StartTask01 */  
}
```

# 4. Programiranje vgrajenih sistemov – OS, RTOS

General Purpose Operating System



Real-Time Operating System (RTOS)



# 4.1 Splošno o RTOS - Real Time Operating System

---

- ▶ RTOS upravlja čas in procese na mikroprocesorju ali mikrokrmilniku
  - ▶ v bistvu: „poenostavljen operacijski sistem“
  
- ▶ Funkcionalnosti RTOS:
  - ❑ **Večopravilnost** (multi-tasking)
  - ❑ Dodeljevanje opravil CPE s prioritetami
  - ❑ **Sinhronizacija** dostopov do virov:
    - ❑ V/I naprav
    - ❑ Pomnilnika (podatkovnih struktur)
  - ❑ **Komunikacija** med procesi (Inter-task communication)
  - ❑ Časovna predvidljivost (realno-časna odzivnost)
  - ❑ Servisiranje prekinitev

# Zakaj uporabiti RTOS?

- ▶ Uporaba V/I naprav (že pripravljene **driverji** (TCP, ETH, CANBUS,...))
- ▶ **Se splača** vse razviti iz nič (npr. svoj dodeljevalnik) ?
  - ▶ Diploma : Fabčič – 2021 – lasten RTOS „from scratch“
- ▶ Večopravilnost z možnostjo sinhronizacije
- ▶ **Prenosljivost** kode na druge CPE
- ▶ **Upravljanje z viri**
- ▶ Možnost dopolnitve z lastnimi funkcijami
- ▶ **Obstoječa podpora** za nekatere razširjene protokole:
  - **TCP/IP, USB, Flash Systems, Web Servers,**
  - **CAN** protocols, **GUI, SSL, SNMP**

*Nekatere prednosti se hitro sprevržejo v težave in dodatno delo...*





# RTOS - Opravila

---

- ▶ Sistem oz. aplikacija je sestavljena iz več opravil
- ▶ Opravila se izmenjaje izvajajo
- ▶ V nekem trenutku je aktivno natanko eno opravilo (se izvaja na procesorju)
- ▶ RTOS odloča, kako si opravila delijo procesor ( „context switching“ )
- ▶ Vsebina opravila ( „Task Context“ )
  - ▶ Podatkovna struktura lastna vsakemu opravilu:
    - ▶ Vsebuje vse potrebne podatke za izvedbo opravila:
      - npr. spremenljivke, registre in sezname vseh uporabljenih virov

# Tipična struktura kode opravila

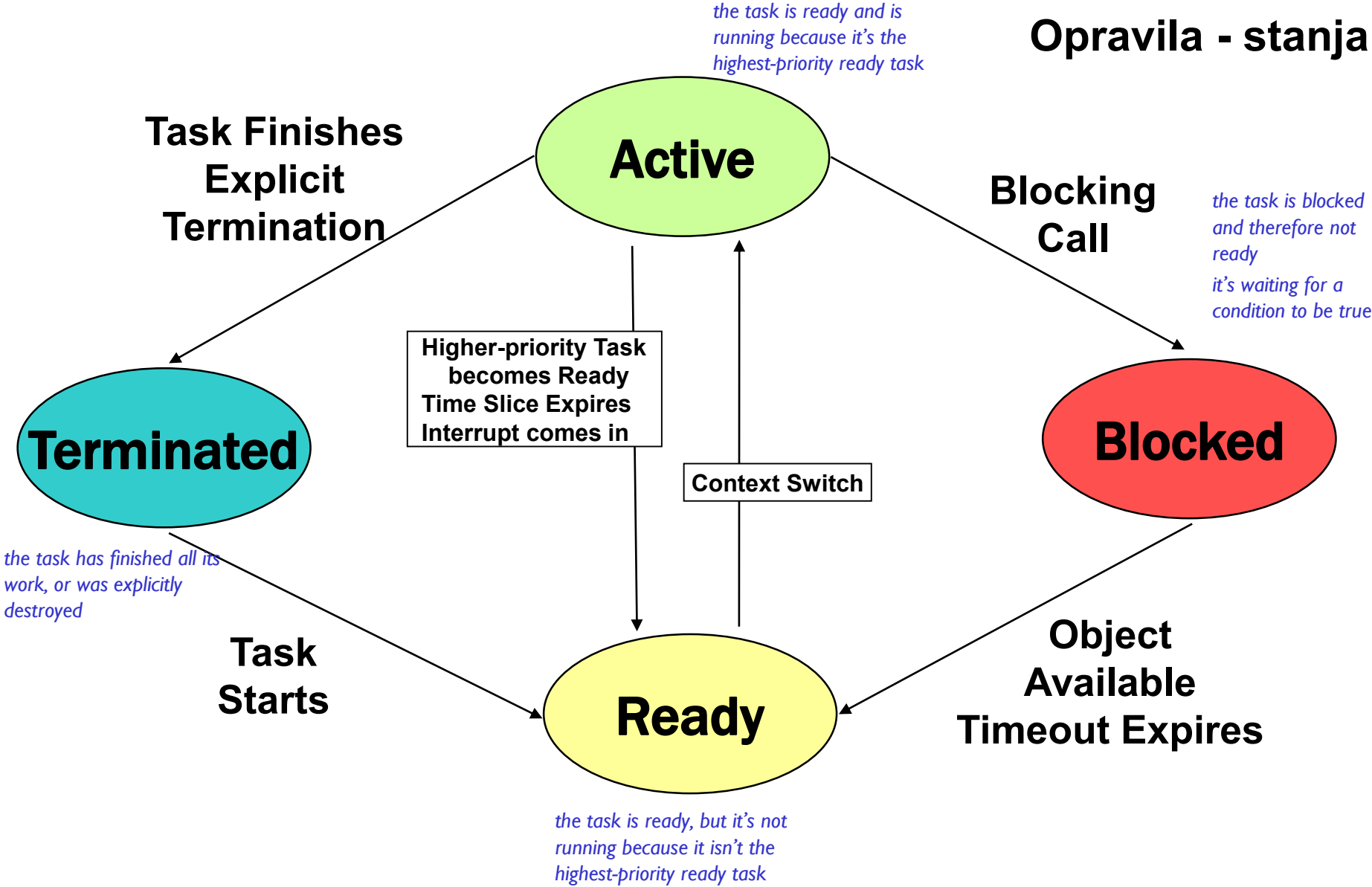
```
void mytask(uint_32 startup_parameter) {  
    /* Task initialization code */  
    ....  
    while (1) {  
        /* Task body */  
        ....  
        ....  
    }  
}
```

```
void StartTask02(void *argument)  
{  
    /* USER CODE BEGIN StartTask02 */  
    /* Infinite loop */  
    for(;;)  
    {  
        HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_13);  
        osDelay(1000);  
    }  
    /* USER CODE END StartTask02 */  
}
```

```
void StartTask01(void *argument)  
{  
    /* USER CODE BEGIN StartTask01 */  
    /* Infinite loop */  
    for(;;)  
    {  
        HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_12);  
  
        osDelay(1000);  
    }  
    /* USER CODE END StartTask01 */  
}
```



# Opravila - stanja



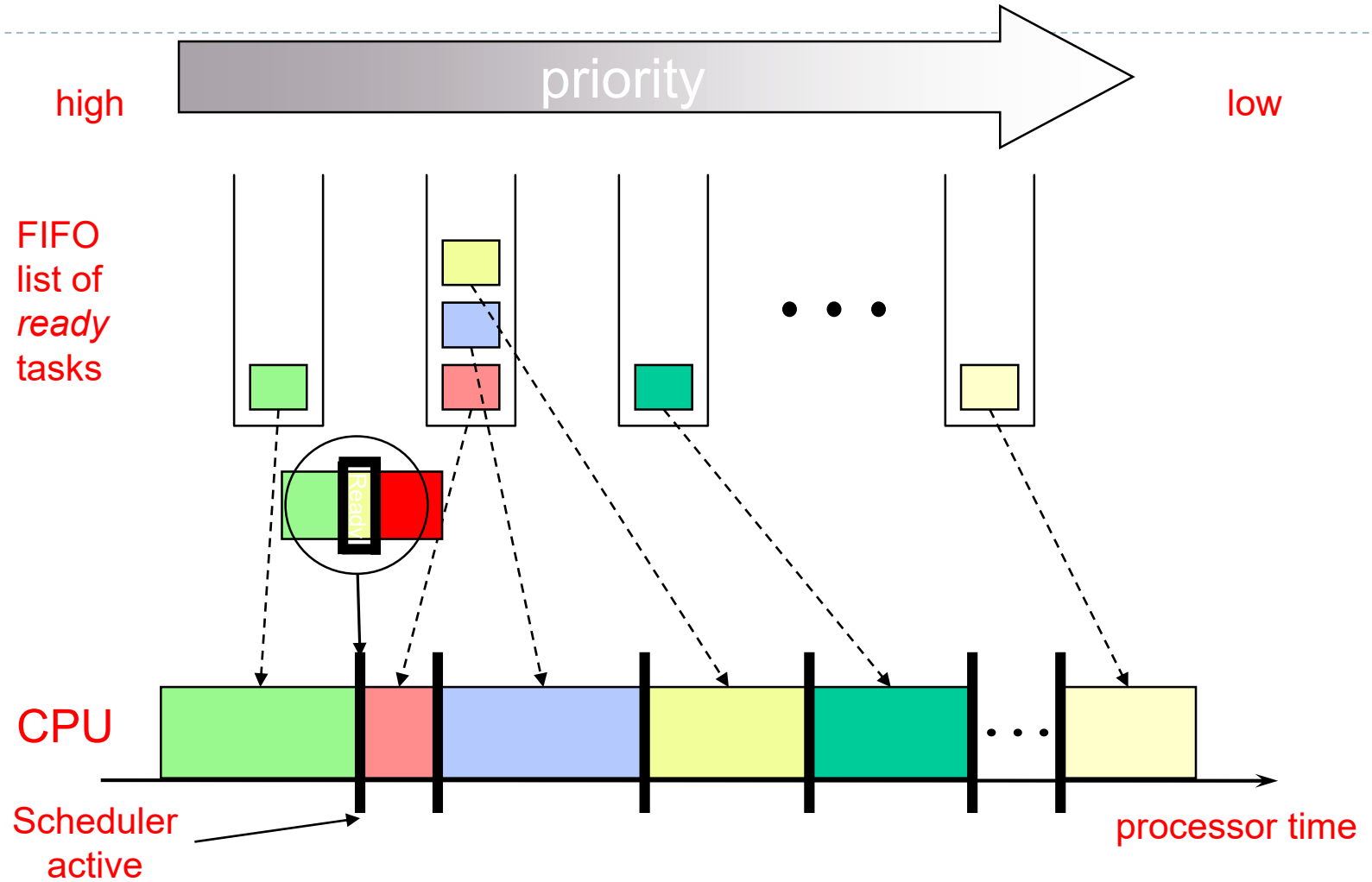
# Dodeljevalnik („Scheduler“)

---

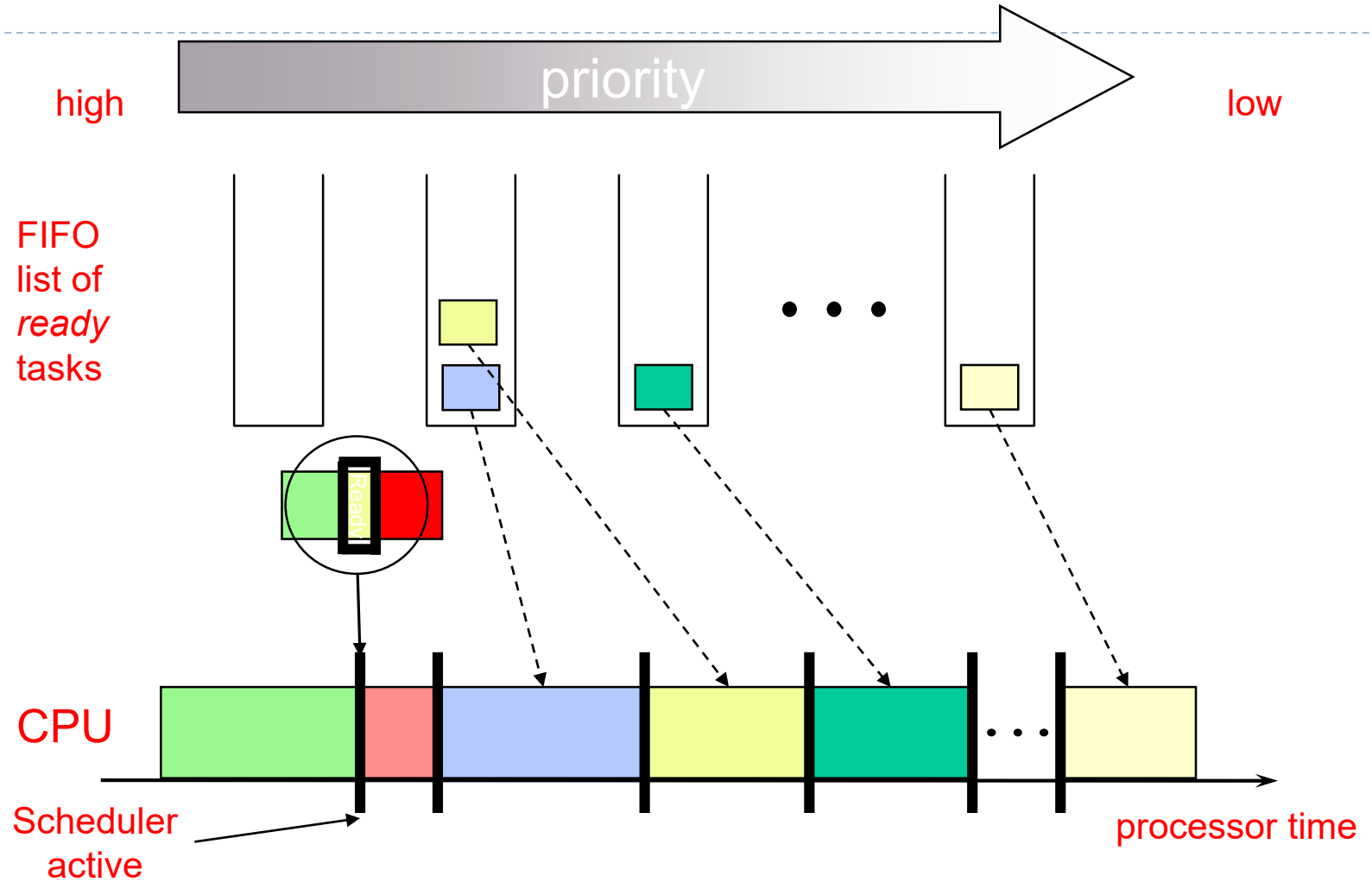
## ► Običajni načini dodeljevanja:

- ❑ **FIFO** (tudi „priority-based preemptive“)
  - Aktivni je tisti z najvišjo prioriteto, ki je pripravljen najdlje časa
  
- ❑ **Round Robin**
  - Aktivni je tisti z najvišjo prioriteto, ki je najdlje časa brez dodelitve procesorju

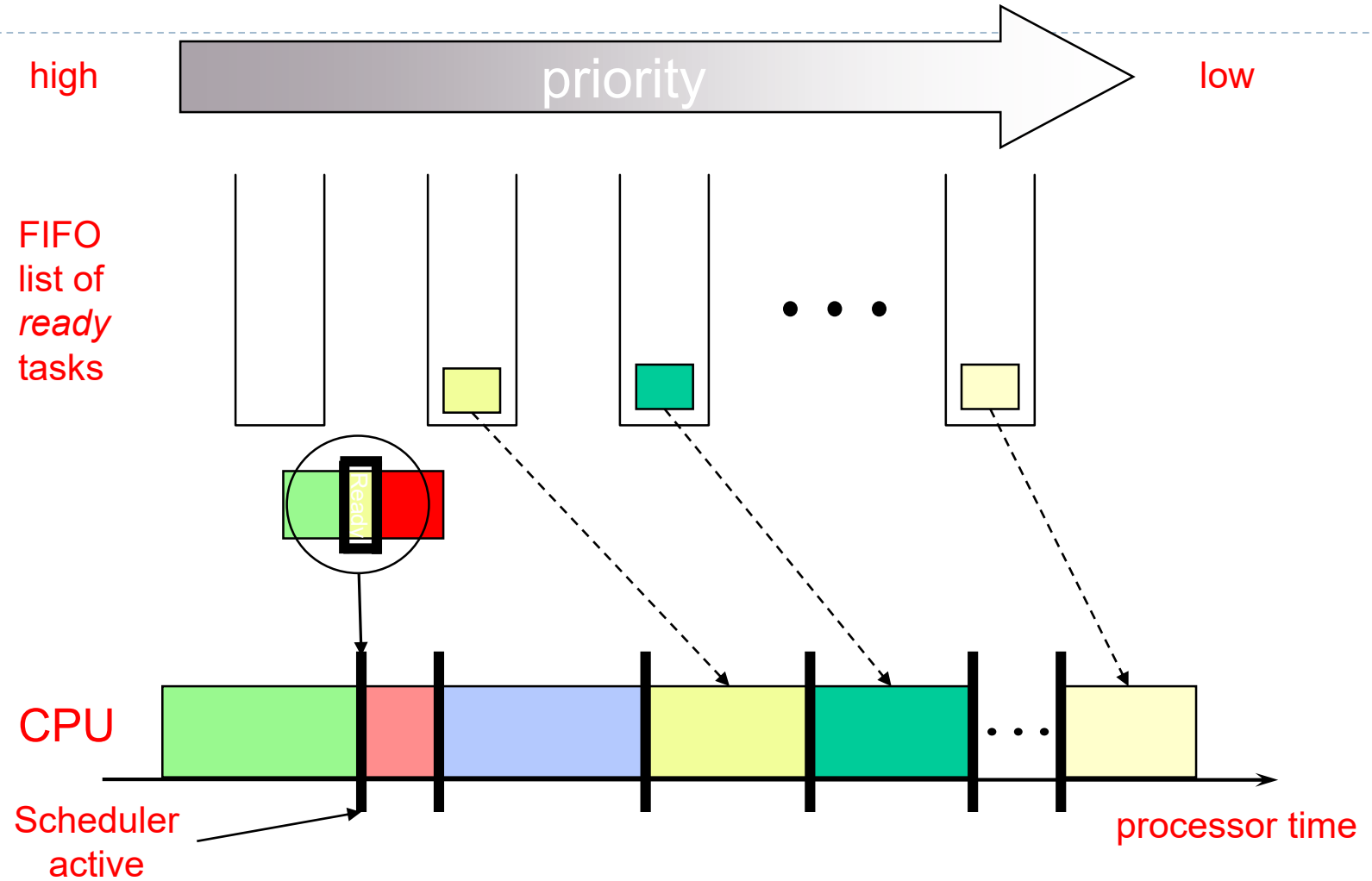
# Priority Based FIFO Scheduling

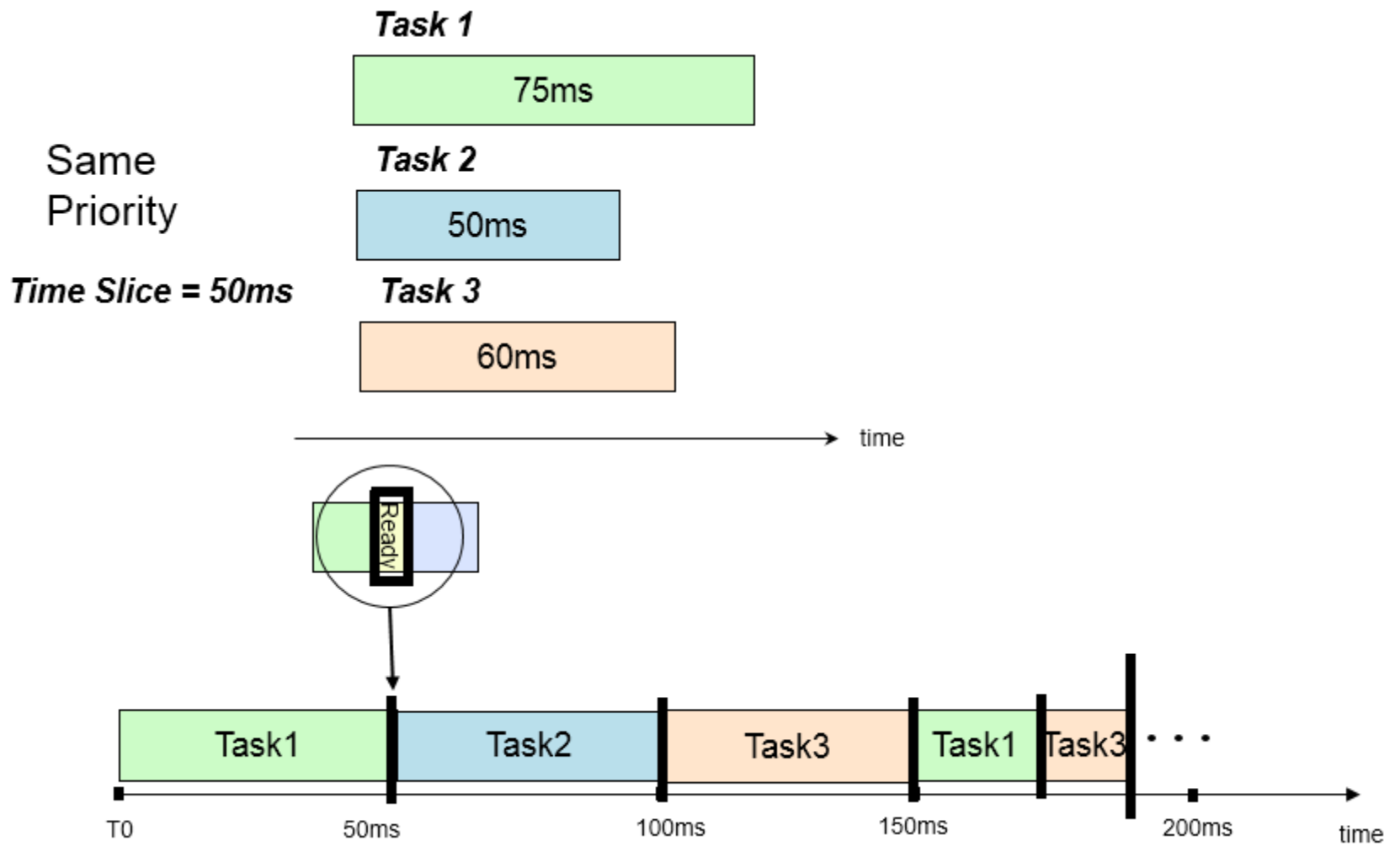


# Priority Based FIFO Scheduling



# Priority Based FIFO Scheduling







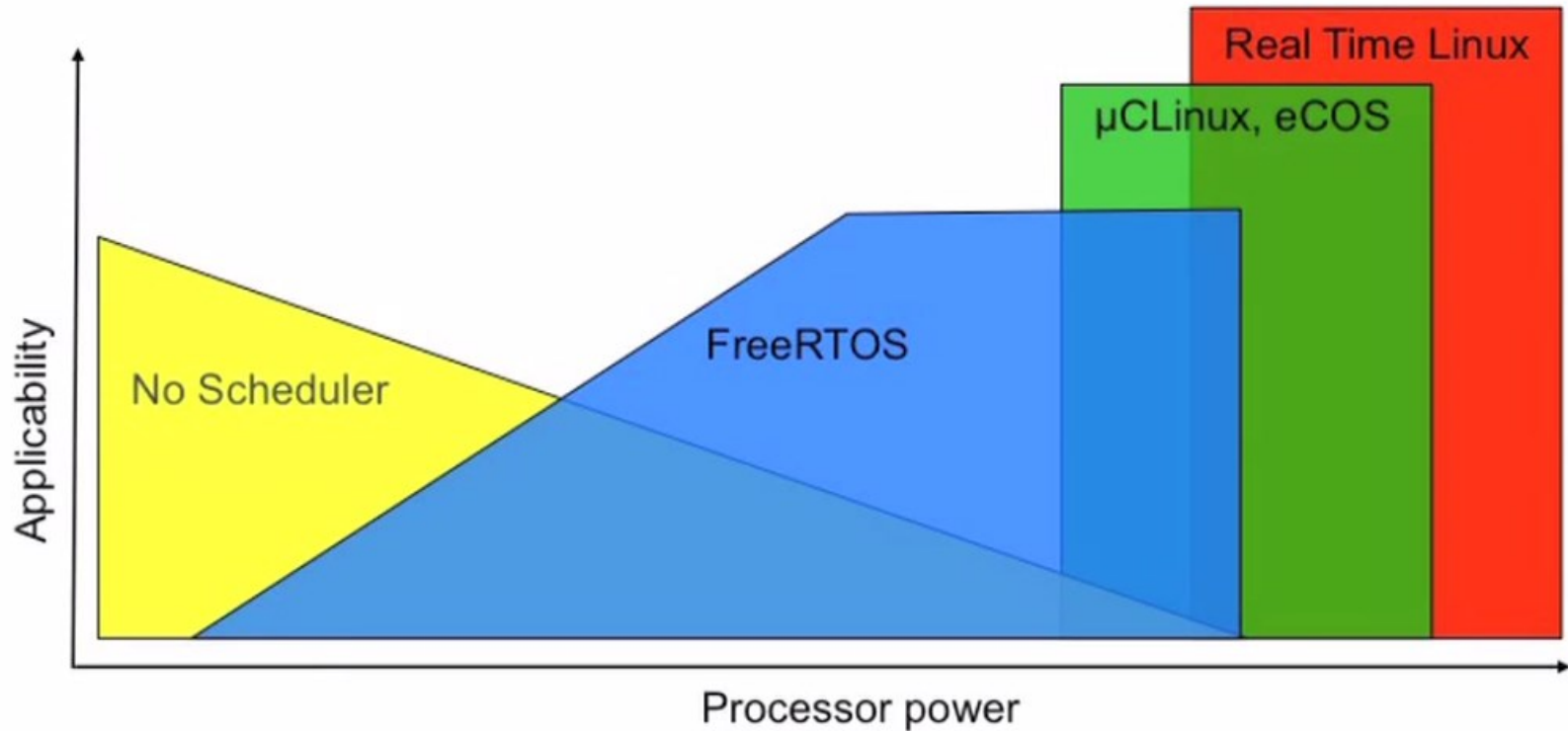
## 4.2. FreeRTOS (primer) :

---

- ▶ A Real Time Operating System
- ▶ Written by Richard Barry & FreeRTOS Team
- ▶ Huge number of users all over the world
  - ▶ 6000 Download per month
- ▶ Simple but very powerful



# Kdaj uporabiti FreeRTOS ?



## 4.2 FreeRTOS (primer) :

### Opravila („Tasks“) - Primer

---

```
/**
 * @brief Function implementing the ShellTask thread.
 * @param argument: Not used
 * @retval None
 */
/* USER CODE END Header_Shell_Entry */
void Shell_Entry(void const * argument)
{
    /* USER CODE BEGIN Shell_Entry */
    printf_dma ("\r\nShell Task started.\r\n");
    if ( HAL_UART_Receive_IT(&huart3, &(UARTRxBuffer[Var.Uart.RxBufferInd]), 1) != HAL_OK) {
        Error_Handler();
    }

    shell_cmd_init(); ///< Init command shell

    /* Infinite loop */
    for(;;)
    {
        shell_cmd_check_rx();    ///< check if shell character received
        osDelay(100);
        ShelluxHighWaterMark = uxTaskGetStackHighWaterMark( NULL );
    }
    /* USER CODE END Shell_Entry */
}
```

## 4.2. FreeRTOS (primer) :

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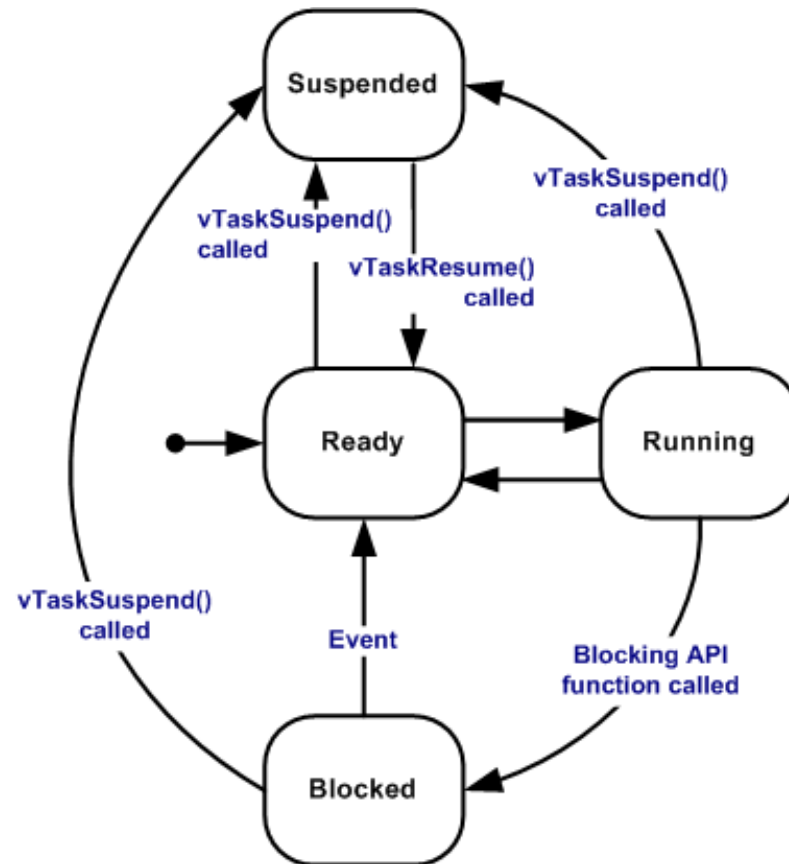
### Architecture Overview

- ▶ **Tasks**
  - ▶ `task.c` , `task.h`
    - ▶ creating, scheduling, and maintaining tasks.
- ▶ **Communication**
  - ▶ `queue.c` and `queue.h` handle communication. Tasks and interrupts use queues to
    - ▶ send data to each other and
    - ▶ to signal the use of critical resources using semaphores and mutexes.
- ▶ **Hardware Interfacing**

## 4.2. FreeRTOS (primer) :

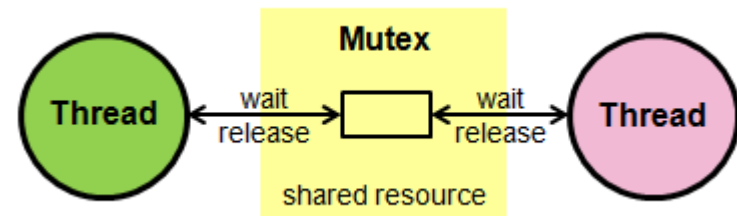
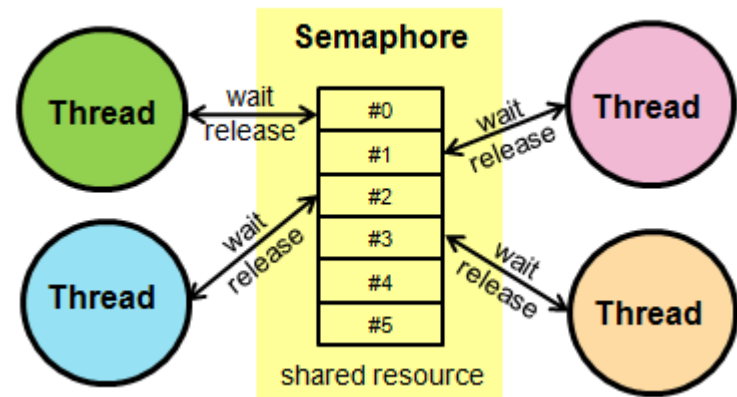
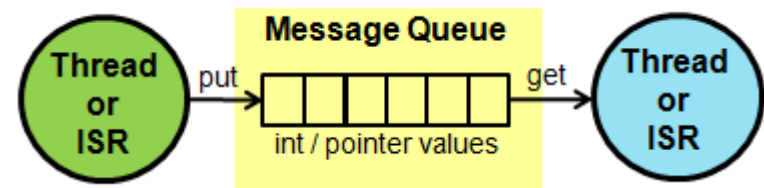
### Stanje procesov

- Running
- Ready
- Blocked
- Suspended



# \_\_RTOS : Komunikacija in sinhronizacija med procesi

- ▶ Queues
- ▶ Binary Semaphores
- ▶ Counting Semaphores
- ▶ Mutexes
- ▶ Recursive Mutexes



## 4.2. FreeRTOS (primer) : Utripanje LED diode (vsaka v svojem procesu)

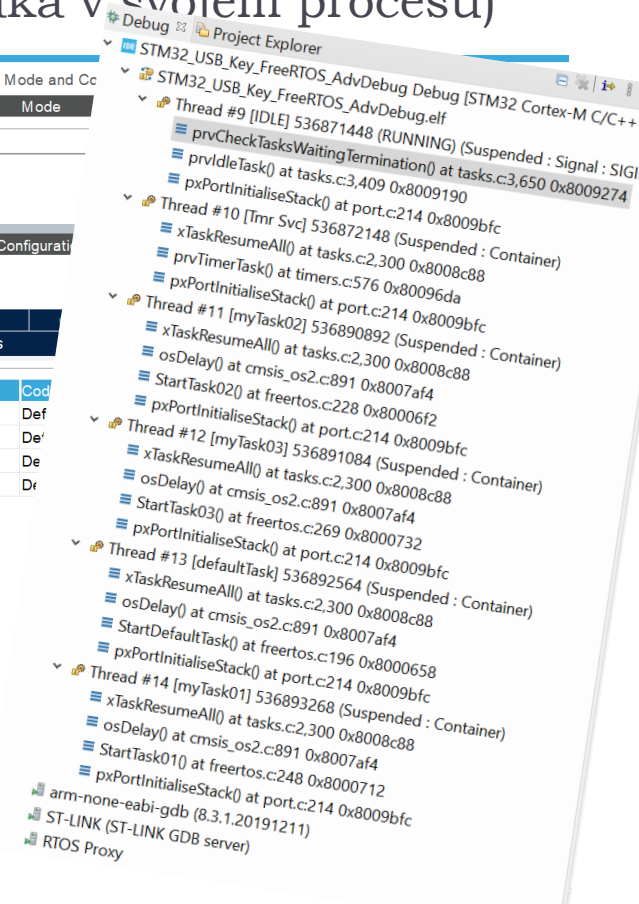
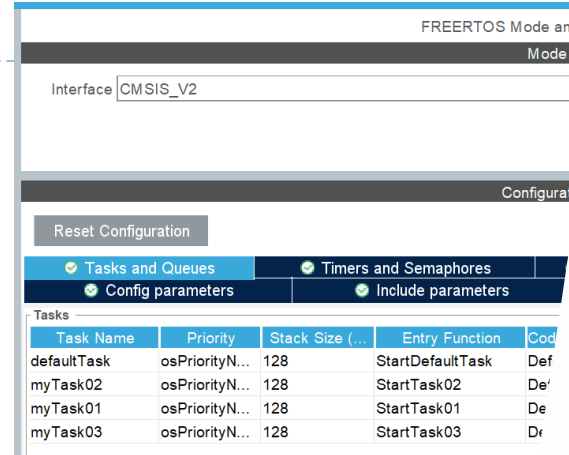
### Opravila („Tasks“)

```

void StartTask02(void *argument)
{
    /* USER CODE BEGIN StartTask02 */
    /* Infinite loop */
    for(;;)
    {
        HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_13);
        osDelay(1000);
    }
    /* USER CODE END StartTask02 */
}

void StartTask01(void *argument)
{
    /* USER CODE BEGIN StartTask01 */
    /* Infinite loop */
    for(;;)
    {
        HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_12);

        osDelay(1000);
    }
    /* USER CODE END StartTask01 */
}
    
```



Name	Priority (B...	Start of Stack	Top of Stack	State	Event Ob...	Min Free ...	Run Time...
defaultTask	24/24	0x20004f90	0x200050fc <defaultTaskBuffer+364>	DELAYED		N/A	N/A
→ IDLE	0/0	0x200002d4	0x20000474 <Idle_Stack.10878+416>	RUNNING		N/A	N/A
myTask01	24/24	0x20005294	0x2000540c <myTask01Buffer+376>	DELAYED		N/A	N/A
myTask02	24/24	0x20005810	0x20005984 <myTask02Buffer+372>	DELAYED		N/A	N/A
myTask03	24/24	0x20005554	0x200056cc <myTask03Buffer+376>	DELAYED		N/A	N/A
Tmr Svc	2/2	0x20000590	0x20000914 <Timer_Stack.10885+900>	BLOCKED	TmrQ	N/A	N/A

## 4.2. FreeRTOS (STM32F4 primer) :

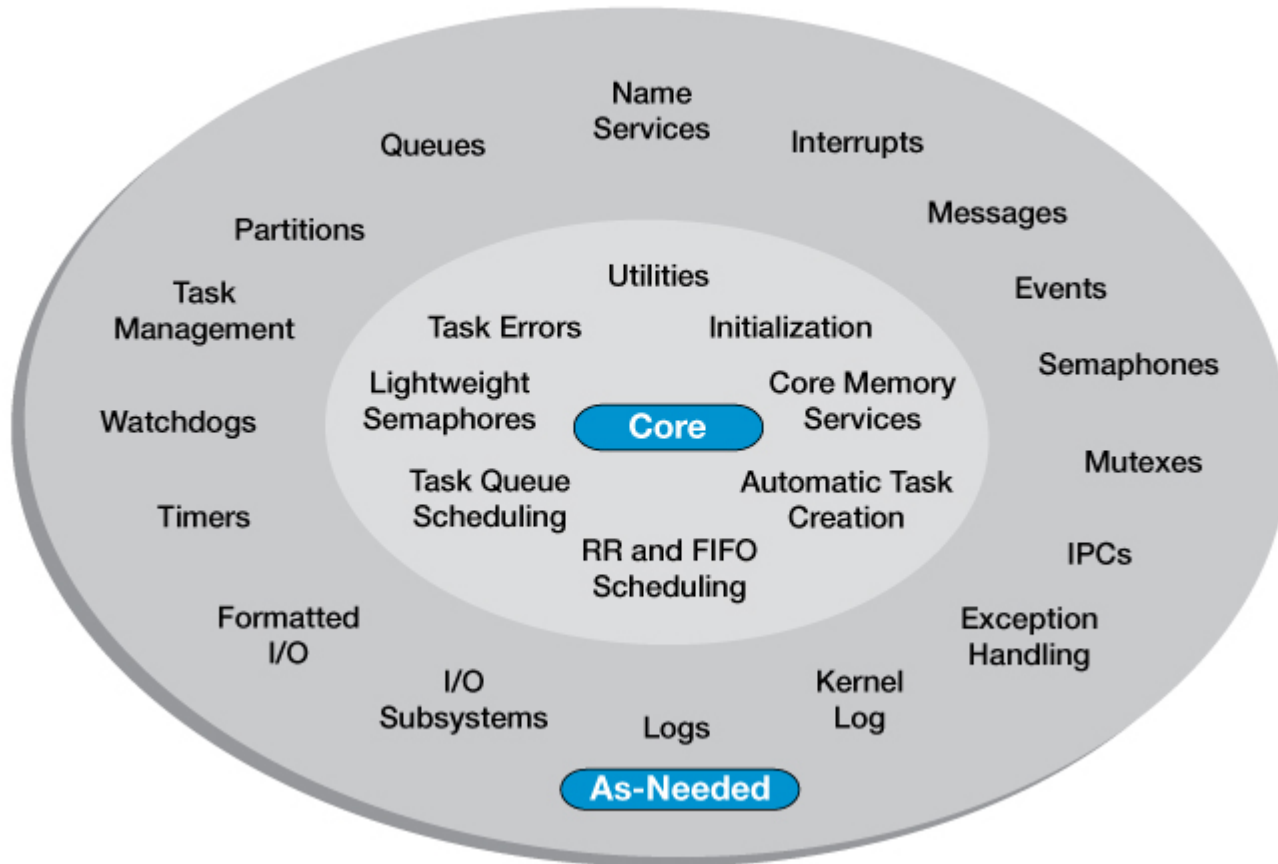
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Opravila („Tasks“)



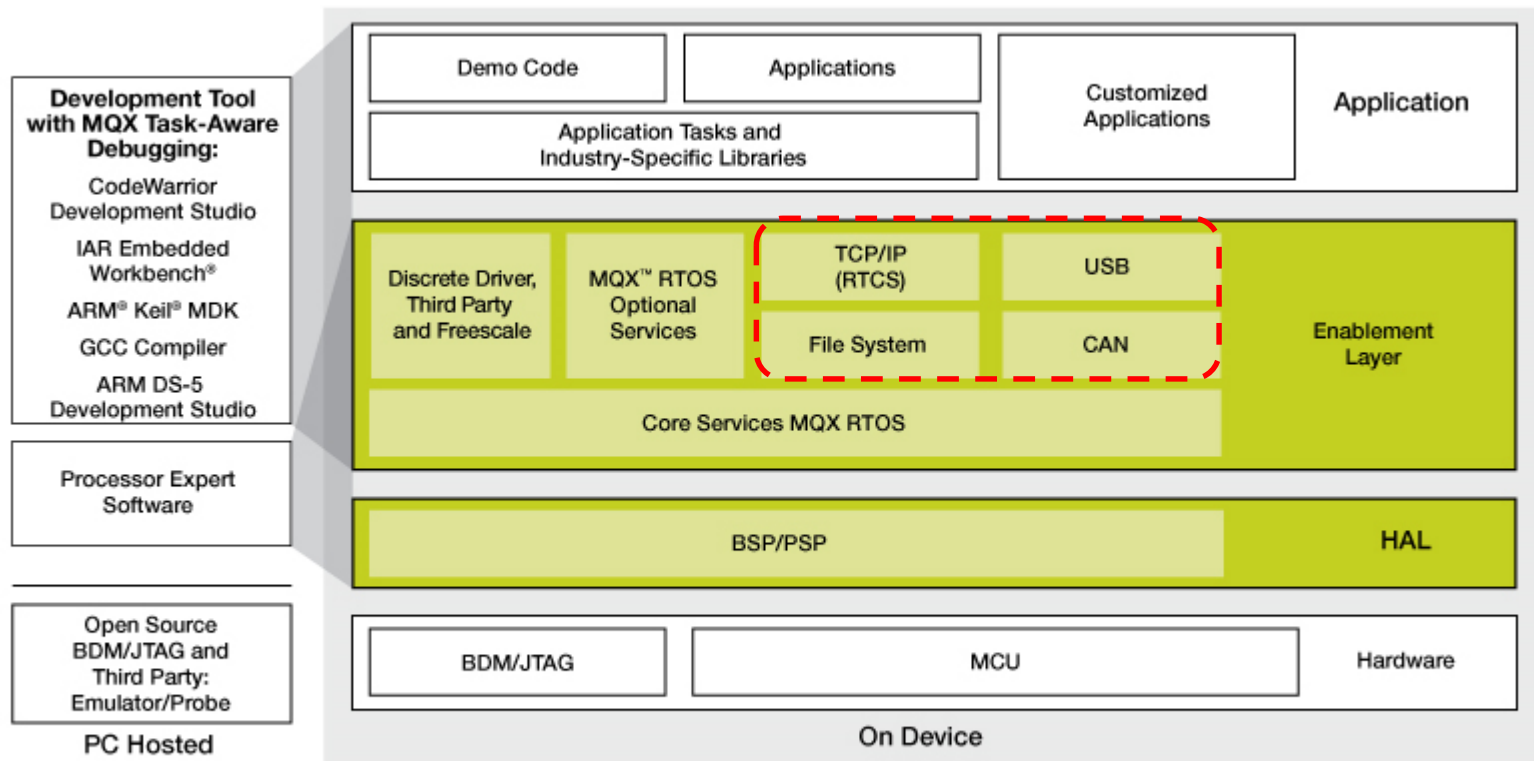
## 4.3 MQX RTOS (primer) :

### MQX™ RTOS: Customizable Component Set



## 4.3 MQX RTOS (primer) :

### Comprehensive Freescale Solution



 Freescale MQX™ Software Solutions

## 4.3 MQX RTOS (primer) :

### Opravila („Tasks“)

```
const TASK_TEMPLATE_STRUCT MQX_template_list[] =
{
  /* Task Index,   Function,      Stack, Priority,      Name,              Attributes,        Param,  Time Slice */
  { MNG_TASK,     MngTask,        1200, TASK_PRIORITY_MNG_TASK, MNG_TASK_DES,     MQX_AUTO_START_TASK, 0,      0 },
  { SHELL_TASK,  ShellTask,      2000, TASK_PRIORITY_SHELL, SHELL_TASK_DES,  0,      0 },
  { FP_TASK,     FunPgmTask,     2000, TASK_PRIORITY_FP,     FP_TASK_DES,      0,      0 },
  { TNSH_TASK,   TelnetClientShell, 2000, TASK_PRIORITY_TNETSH,TNSH_TASK_DES,  0,      0 },
  { TCPCLIENT_TASK,TCPCliënt_Task, 2000, TASK_PRIORITY_TCPCLIENT,TCPCliënt_Task_DES, 0,      0 },
  { MODBUS_TASK,Modbus_Task,  2000, TASK_PRIORITY_MODBUS,MODBUS_TASK_DES,  0,      0 },
  { EVTALM_TASK,EventAlmTask,  2000, TASK_PRIORITY_EVTALM,EVTALM_TASK_DES,  0,      0 },
  { AIN_TASK,    AinTask,        500,  TASK_PRIORITY_AIN,    AIN_TASK_DES,     0,      0 },
  { NETMNG_TASK,NetMngTask,  1000, TASK_PRIORITY_NETMNG,NETMNG_TASK_DES,  0,      0 },
  { 0 }
};
```

## 4.3 MQX RTOS (primer MQX opravila) :

### Glavna regulacijska zanka („FP\_TASK“)

```
void FunPgmTask (uint_32 initial_data)
{
    FunPgmInit();

    // register task for system messages
    rc = SysMsgRegister ();

    // WDT control
    WdtRegister (15000, WDT_ACTION_LOG);

    // ----- main execution loop -----
    while (TRUE) {

        _time_get_elapsed (&fp_start_time); //Measure processing time fp_start_time

        WdtReset ();

        FunPrepareFPData();           // Prepare FP data
        FunRegulation();              // Iterate regulation loops
        FunCommitFPData();           // Commit any changes back to system

        _time_get_elapsed (&fp_end_time); //Measure processing time
        _time_diff (&fp_start_time, &fp_end_time, &fp_loop_time); // get elapsed time
        FPLoopTime=(fp_loop_time.SECONDS * 1000) + fp_loop_time.MILLISECONDS;

        _time_delay(1000-FPLoopTime); // wait for 1000 ms - loop time in ms
    }
    _task_block();                    // Shouldn't reach this point
}
```

```
/** @brief FP: Main Functional Program Task.
    Calls FunPgmInit for initialization and then runs endless main FP loop.
    *
    * This is main functional program task.
    * It will first run Initializations: FunPgmInit();
    * Then it will proceed in endless loop :
    *     FunPrepareFPData(); // Prepare FP data
    *     FunRegulation(); // Iterate regulation loops
    *     FunCommitFPData(); // Commit any changes back to system
    *     check if settings changed - if yes, then read all settings
    */
```

```
void FunPgmTask ( uint_32 initial_data )
```

FP: Main Functional Program Task. Calls FunPgmInit for initialization and then runs endless main FP loop.

This is main functional program task. It will first run Initializations: **FunPgmInit()**; Then it will proceed in endless loop : **FunPrepareFPData()**; // Prepare FP data **FunRegulation()**; // Iterate regulation loops **FunCommitFPData()**; // Commit any changes back to system check if settings changed - if yes, then read all settings

#### Todo:

Temporary - shouldn't be used in production code !!!

Definition at line 139 of file fp.c.

References **APPCFG\_DEFAULT\_FP\_USER\_ACCCODE**, **APPDBG\_PRINTF**, **D13\_GVARS::Day**, **FunCommitFPData()**, **FunLogCurrentState()**, **FunPgmInit()**, **FunPrepareFPData()**, **FunRegulation()**, **FunSimCommitFPData()**, **FunSimLogCurrentState()**, **FunSimPgmInit()**, **FunSimPrepareFPData()**, **FunSimRegulation()**, **FP\_DATA::GVars**, **D13\_GVARS::Hour**, **D13\_GVARS::Minute**, **D13\_GVARS::Month**, **Read\_FPSettings()**, **D13\_GVARS::Second**, and **D13\_GVARS::Year**.