

systemview

User Manual



MICROEJ[®]

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Chapter 1. Data Structure Documentation

1.1. SEGGER_BUFFER_DESC struct Reference

1.1.1. Data Fields

- char * pBuffer
- int BufferSize
- int Cnt

1.1.2. Field Documentation

1.2. SEGGER_CACHE_CONFIG struct Reference

1.2.1. Data Fields

- int CacheLineSize
- void(* pfDMB)(void)
- void(* pfClean)(void *p, unsigned NumBytes)
- void(* pfInvalidate)(void *p, unsigned NumBytes)

1.2.2. Field Documentation

1.3. SEGGER_PRINTF_API struct Reference

1.3.1. Data Fields

- void(* pfStoreChar)(SEGGER_BUFFER_DESC *pBufferDesc, SEGGER_SNPRINTF_CONTEXT *pContext, char c)
- int(* pfPrintUnsigned)(SEGGER_BUFFER_DESC *pBufferDesc, SEGGER_SNPRINTF_CONTEXT *pContext, U32 v, unsigned Base, char Flags, int Width, int Precision)
- int(* pfPrintInt)(SEGGER_BUFFER_DESC *pBufferDesc, SEGGER_SNPRINTF_CONTEXT *pContext, I32 v, unsigned Base, char Flags, int Width, int Precision)

1.3.2. Field Documentation

1.4. SEGGER_PRINTF_FORMATTER struct Reference

1.4.1. Data Fields

- struct SEGGER_PRINTF_FORMATTER * pNext
- SEGGER_pFormatter pfFormatter
- char Specifier

1.4.2. Field Documentation

1.5. SEGGER_RTT_BUFFER_DOWN struct Reference

1.5.1. Data Fields

- const char * sName
- char * pBuffer
- unsigned SizeOfBuffer
- volatile unsigned WrOff
- unsigned RdOff
- unsigned Flags

1.5.2. Field Documentation

1.6. SEGGER_RTT_BUFFER_UP struct Reference

1.6.1. Data Fields

- const char * sName
- char * pBuffer
- unsigned SizeOfBuffer
- unsigned WrOff
- volatile unsigned RdOff

- unsigned Flags

1.6.2. Field Documentation

1.7. SEGGER_RTT_CB struct Reference

1.7.1. Data Fields

- char acID[16]
- int MaxNumUpBuffers
- int MaxNumDownBuffers
- SEGGER_RTT_BUFFER_UP aUp[SEGGER_RTT_MAX_NUM_UP_BUFFERS]
- SEGGER_RTT_BUFFER_DOWN aDown[SEGGER_RTT_MAX_NUM_DOWN_BUFFERS]

1.7.2. Field Documentation

1.8. SEGGER_SNPRINTF_CONTEXT_struct struct Reference

1.8.1. Data Fields

- void * pContext
- SEGGER_BUFFER_DESC * pBufferDesc
- void(* pfFlush)(SEGGER_SNPRINTF_CONTEXT *pContext)

1.8.2. Field Documentation

1.9. SEGGER_SYSVIEW_GLOBALS struct Reference

1.9.1. Data Fields

- U8 EnableState
- U8 UpChannel
- U8 RecursionCnt

- U32 SysFreq
- U32 CPUFreq
- U32 LastTxTimeStamp
- U32 RAMBaseAddress
- U32 DropCount
- U8 DownChannel
- U32 DisabledEvents
- const SEGGER_SYSVIEW_OS_API * pOSAPI
- SEGGER_SYSVIEW_SEND_SYS_DESC_FUNC * pfSendSysDesc
- U32 MicroJVMTaskId
- U32 MicroJVMTaskPriority
- U32 CurrentMicroEJTaskId

1.9.2. Field Documentation

1.10. SEGGER_SYSVIEW_MODULE_STRUCT struct Reference

1.10.1. Data Fields

- const char * sModule
- U32 NumEvents
- U32 EventOffset
- void(* pfSendModuleDesc)(void)
- SEGGER_SYSVIEW_MODULE * pNext

1.10.2. Field Documentation

1.11. SEGGER_SYSVIEW_OS_API struct Reference

1.11.1. Data Fields

- U64(* pfGetTime)(void)

- void(* pfSendTaskList)(void)

1.11.2. Field Documentation

1.12. SEGGER_SYSVIEW_PRINTF_DESC struct Reference

1.12.1. Data Fields

- U8 * pBuffer
- U8 * pPayload
- U8 * pPayloadStart
- U32 Options
- unsigned Cnt

1.12.2. Field Documentation

1.13. SEGGER_SYSVIEW_TASKINFO struct Reference

1.13.1. Data Fields

- U32 TaskID
- const char * sName
- U32 Prio
- U32 StackBase
- U32 StackSize
- U32 IsMicroEJThread

1.13.2. Field Documentation

Chapter 2. File Documentation

2.1. Global.h File Reference

2.1.1. Macros

- #define U8 unsigned char
- #define U16 unsigned short
- #define U32 unsigned long
- #define I8 signed char
- #define I16 signed short
- #define I32 signed long
- #define U64 unsigned long long
- #define I64 signed long long
- #define U64_C x##ULL

Detailed Description

Definition	in	file	/home/is2t/workspace/M0119_CCO-sys-temview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/inc/Global.h
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2.2. SEGGER.h File Reference

```
#include <stdarg.h>
```

```
#include "Global.h"
```

2.2.1. Data Structures

- struct SEGGER_BUFFER_DESC
- struct SEGGER_CACHE_CONFIG
- struct SEGGER_SNPRINTF_CONTEXT_struct
- struct SEGGER_PRINTF_API

- struct SEGGER_PRINTF_FORMATTER

2.2.2. Macros

- #define INLINE
- #define SEGGER_COUNTOF (sizeof((a))/sizeof((a)[0]))
- #define SEGGER_MIN (((a) < (b)) ? (a) : (b))
- #define SEGGER_MAX (((a) > (b)) ? (a) : (b))
- #define SEGGER_USE_PARA (void)Para
- #define SEGGER_PRINTF_FLAG_ADJLEFT (1 << 0)
- #define SEGGER_PRINTF_FLAG_SIGNFORCE (1 << 1)
- #define SEGGER_PRINTF_FLAG_SIGNSPACE (1 << 2)
- #define SEGGER_PRINTF_FLAG_PRECEED (1 << 3)
- #define SEGGER_PRINTF_FLAG_ZEROPAD (1 << 4)
- #define SEGGER_PRINTF_FLAG_NEGATIVE (1 << 5)

2.2.3. Typedefs

- typedef struct SEGGER_SNPRINTF_CONTEXT_struct SEGGER_SNPRINTF_CONTEXT
- typedef void(* SEGGER_pFormatter
- typedef struct SEGGER_PRINTF_FORMATTER SEGGER_PRINTF_FORMATTER

2.2.4. Functions

- void SEGGER_ARM_memcpy (void * pDest, const void * pSrc, int NumBytes)
- void SEGGER_memcpy (void * pDest, const void * pSrc, int NumBytes)
- void SEGGER_memxor (void * pDest, const void * pSrc, unsigned NumBytes)
- int SEGGER_atoi (const char * s)
- int SEGGER_isalnum (int c)
- int SEGGER_isalpha (int c)
- unsigned SEGGER_strlen (const char * s)
- int SEGGER_tolower (int c)

- int SEGGER_strcasecmp (const char * sText1, const char * sText2)
- void SEGGER_StoreChar (SEGGER_BUFFER_DESC * pBufferDesc, char c)
- void SEGGER_PrintUnsigned (SEGGER_BUFFER_DESC * pBufferDesc, U32 v, unsigned Base, int Precision)
- void SEGGER_PrintInt (SEGGER_BUFFER_DESC * pBufferDesc, I32 v, unsigned Base, int Precision)
- int SEGGER_snprintf (char * pBuffer, int BufferSize, const char * sFormat, ...)
- int SEGGER_vsnprintf (char * pBuffer, int BufferSize, const char * sFormat, va_list ParamList)
- int SEGGER_vsnprintfEx (SEGGER_SNPRINTF_CONTEXT * pContext, const char * sFormat, va_list ParamList)
- int SEGGER_PRINTF_AddFormatter (SEGGER_PRINTF_FORMATTER * pFormatter, SEGGER_pFormatter pfFormatter, char c)
- void SEGGER_PRINTF_AddDoubleFormatter (void)
- void SEGGER_PRINTF_AddIPFormatter (void)
- void SEGGER_PRINTF_AddHTMLFormatter (void)

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-systemview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/inc/SEGGER.h`

2.3. SEGGER_RTT.h File Reference

```
#include "SEGGER_RTT_configuration.h"
```

2.3.1. Data Structures

- struct SEGGER_RTT_BUFFER_UP
- struct SEGGER_RTT_BUFFER_DOWN
- struct SEGGER_RTT_CB

2.3.2. Macros

- #define SEGGER_RTT_HASDATA (_SEGGER_RTT.aDown[n].WrOff - _SEGGER_RTT.aDown[n].RdOff)

- `#define SEGGER_RTT_MODE_NO_BLOCK_SKIP (0U)`
- `#define SEGGER_RTT_MODE_NO_BLOCK_TRIM (1U)`
- `#define SEGGER_RTT_MODE_BLOCK_IF_FIFO_FULL (2U)`
- `#define SEGGER_RTT_MODE_MASK (3U)`
- `#define RTT_CTRL_RESET "[0m"`
- `#define RTT_CTRL_CLEAR "[2J"`
- `#define RTT_CTRL_TEXT_BLACK "[2;30m"`
- `#define RTT_CTRL_TEXT_RED "[2;31m"`
- `#define RTT_CTRL_TEXT_GREEN "[2;32m"`
- `#define RTT_CTRL_TEXT_YELLOW "[2;33m"`
- `#define RTT_CTRL_TEXT_BLUE "[2;34m"`
- `#define RTT_CTRL_TEXT_MAGENTA "[2;35m"`
- `#define RTT_CTRL_TEXT_CYAN "[2;36m"`
- `#define RTT_CTRL_TEXT_WHITE "[2;37m"`
- `#define RTT_CTRL_TEXT_BRIGHT_BLACK "[1;30m"`
- `#define RTT_CTRL_TEXT_BRIGHT_RED "[1;31m"`
- `#define RTT_CTRL_TEXT_BRIGHT_GREEN "[1;32m"`
- `#define RTT_CTRL_TEXT_BRIGHT_YELLOW "[1;33m"`
- `#define RTT_CTRL_TEXT_BRIGHT_BLUE "[1;34m"`
- `#define RTT_CTRL_TEXT_BRIGHT_MAGENTA "[1;35m"`
- `#define RTT_CTRL_TEXT_BRIGHT_CYAN "[1;36m"`
- `#define RTT_CTRL_TEXT_BRIGHT_WHITE "[1;37m"`
- `#define RTT_CTRL_BG_BLACK "[24;40m"`
- `#define RTT_CTRL_BG_RED "[24;41m"`
- `#define RTT_CTRL_BG_GREEN "[24;42m"`
- `#define RTT_CTRL_BG_YELLOW "[24;43m"`
- `#define RTT_CTRL_BG_BLUE "[24;44m"`
- `#define RTT_CTRL_BG_MAGENTA "[24;45m"`

- `#define RTT_CTRL_BG_CYAN "[24;46m"`
- `#define RTT_CTRL_BG_WHITE "[24;47m"`
- `#define RTT_CTRL_BG_BRIGHT_BLACK "[4;40m"`
- `#define RTT_CTRL_BG_BRIGHT_RED "[4;41m"`
- `#define RTT_CTRL_BG_BRIGHT_GREEN "[4;42m"`
- `#define RTT_CTRL_BG_BRIGHT_YELLOW "[4;43m"`
- `#define RTT_CTRL_BG_BRIGHT_BLUE "[4;44m"`
- `#define RTT_CTRL_BG_BRIGHT_MAGENTA "[4;45m"`
- `#define RTT_CTRL_BG_BRIGHT_CYAN "[4;46m"`
- `#define RTT_CTRL_BG_BRIGHT_WHITE "[4;47m"`

2.3.3. Variables

- `SEGGER_RTT_CB_SEGGER_RTT`

2.3.4. Functions

- `int SEGGER_RTT_AllocDownBuffer (const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)`
- `int SEGGER_RTT_AllocUpBuffer (const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)`
- `int SEGGER_RTT_ConfigUpBuffer (unsigned BufferIndex, const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)`
- `int SEGGER_RTT_ConfigDownBuffer (unsigned BufferIndex, const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)`
- `int SEGGER_RTT_GetKey (void)`
- `unsigned SEGGER_RTT_HasData (unsigned BufferIndex)`
- `int SEGGER_RTT_HasKey (void)`
- `void SEGGER_RTT_Init (void)`
- `unsigned SEGGER_RTT_Read (unsigned BufferIndex, void * pBuffer, unsigned BufferSize)`
- `unsigned SEGGER_RTT_ReadNoLock (unsigned BufferIndex, void * pData, unsigned BufferSize)`
- `int SEGGER_RTT_SetNameDownBuffer (unsigned BufferIndex, const char * sName)`

- int SEGGER_RTT_SetNameUpBuffer (unsigned BufferIndex, const char * sName)
- int SEGGER_RTT_SetFlagsDownBuffer (unsigned BufferIndex, unsigned Flags)
- int SEGGER_RTT_SetFlagsUpBuffer (unsigned BufferIndex, unsigned Flags)
- int SEGGER_RTT_WaitKey (void)
- unsigned SEGGER_RTT_Write (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_WriteNoLock (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_WriteSkipNoLock (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_WriteString (unsigned BufferIndex, const char * s)
- void SEGGER_RTT_WriteWithOverwriteNoLock (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_PutChar (unsigned BufferIndex, char c)
- unsigned SEGGER_RTT_PutCharSkip (unsigned BufferIndex, char c)
- unsigned SEGGER_RTT_PutCharSkipNoLock (unsigned BufferIndex, char c)
- int SEGGER_RTT_SetTerminal (char TerminalId)
- int SEGGER_RTT_TerminalOut (char TerminalId, const char * s)
- int SEGGER_RTT_printf (unsigned BufferIndex, const char * sFormat, ...)

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-systemview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/inc/SEGGER_RTT.h`

2.4. SEGGER_RTT_configuration.h File Reference

2.4.1. Macros

- #define SEGGER_RTT_MAX_NUM_UP_BUFFERS (3)
- #define SEGGER_RTT_MAX_NUM_DOWN_BUFFERS (3)
- #define BUFFER_SIZE_UP (1024)
- #define BUFFER_SIZE_DOWN (16)

- `#define SEGGER_RTT_PRINTF_BUFFER_SIZE (64u)`
- `#define SEGGER_RTT_MODE_DEFAULT SEGGER_RTT_MODE_NO_BLOCK_SKIP`
- `#define USE_RTT_ASM (0)`
- `#define SEGGER_RTT_MEMCPY_USE_BYTELOOP 0`
- `#define SEGGER_RTT_MAX_INTERRUPT_PRIORITY (0x20)`
- `#define SEGGER_RTT_LOCK`
- `#define SEGGER_RTT_UNLOCK`

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-systemview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/inc/SEGGER_RTT_configuration.h`

2.5. SEGGER_SYSVIEW.h File Reference

```
#include "SEGGER.h"
```

2.5.1. Data Structures

- `struct SEGGER_SYSVIEW_TASKINFO`
- `struct SEGGER_SYSVIEW_MODULE_STRUCT`
- `struct SEGGER_SYSVIEW_OS_API`

2.5.2. Macros

- `#define SEGGER_SYSVIEW_VERSION 21000`
- `#define SEGGER_SYSVIEW_INFO_SIZE 9`
- `#define SEGGER_SYSVIEW_QUANTA_U32 5`
- `#define SEGGER_SYSVIEW_LOG (0u)`
- `#define SEGGER_SYSVIEW_WARNING (1u)`
- `#define SEGGER_SYSVIEW_ERROR (2u)`
- `#define SEGGER_SYSVIEW_FLAG_APPEND (1u << 6)`
- `#define SEGGER_SYSVIEW_PREPARE_PACKET (p) + 4`

- #define SYSVIEW_EVTID_NOP 0
- #define SYSVIEW_EVTID_OVERFLOW 1
- #define SYSVIEW_EVTID_ISR_ENTER 2
- #define SYSVIEW_EVTID_ISR_EXIT 3
- #define SYSVIEW_EVTID_TASK_START_EXEC 4
- #define SYSVIEW_EVTID_TASK_STOP_EXEC 5
- #define SYSVIEW_EVTID_TASK_START_READY 6
- #define SYSVIEW_EVTID_TASK_STOP_READY 7
- #define SYSVIEW_EVTID_TASK_CREATE 8
- #define SYSVIEW_EVTID_TASK_INFO 9
- #define SYSVIEW_EVTID_TRACE_START 10
- #define SYSVIEW_EVTID_TRACE_STOP 11
- #define SYSVIEW_EVTID_SYSTIME_CYCLES 12
- #define SYSVIEW_EVTID_SYSTIME_US 13
- #define SYSVIEW_EVTID_SYSDDESC 14
- #define SYSVIEW_EVTID_USER_START 15
- #define SYSVIEW_EVTID_USER_STOP 16
- #define SYSVIEW_EVTID_IDLE 17
- #define SYSVIEW_EVTID_ISR_TO_SCHEDULER 18
- #define SYSVIEW_EVTID_TIMER_ENTER 19
- #define SYSVIEW_EVTID_TIMER_EXIT 20
- #define SYSVIEW_EVTID_STACK_INFO 21
- #define SYSVIEW_EVTID_MODULEDESC 22
- #define SYSVIEW_EVTID_INIT 24
- #define SYSVIEW_EVTID_NAME_RESOURCE 25
- #define SYSVIEW_EVTID_PRINT_FORMATTED 26
- #define SYSVIEW_EVTID_NUMMODULES 27
- #define SYSVIEW_EVTID_END_CALL 28

- #define SYSVIEW_EVTID_TASK_TERMINATE 29
- #define SYSVIEW_EVTID_EX 31
- #define SYSVIEW_EVTMASK_NOP (1 << SYSVIEW_EVTID_NOP)
- #define SYSVIEW_EVTMASK_OVERFLOW (1 << SYSVIEW_EVTID_OVERFLOW)
- #define SYSVIEW_EVTMASK_ISR_ENTER (1 << SYSVIEW_EVTID_ISR_ENTER)
- #define SYSVIEW_EVTMASK_ISR_EXIT (1 << SYSVIEW_EVTID_ISR_EXIT)
- #define SYSVIEW_EVTMASK_TASK_START_EXEC (1 << SYSVIEW_EVTID_TASK_START_EXEC)
- #define SYSVIEW_EVTMASK_TASK_STOP_EXEC (1 << SYSVIEW_EVTID_TASK_STOP_EXEC)
- #define SYSVIEW_EVTMASK_TASK_START_READY (1 << SYSVIEW_EVTID_TASK_START_READY)
- #define SYSVIEW_EVTMASK_TASK_STOP_READY (1 << SYSVIEW_EVTID_TASK_STOP_READY)
- #define SYSVIEW_EVTMASK_TASK_CREATE (1 << SYSVIEW_EVTID_TASK_CREATE)
- #define SYSVIEW_EVTMASK_TASK_INFO (1 << SYSVIEW_EVTID_TASK_INFO)
- #define SYSVIEW_EVTMASK_TRACE_START (1 << SYSVIEW_EVTID_TRACE_START)
- #define SYSVIEW_EVTMASK_TRACE_STOP (1 << SYSVIEW_EVTID_TRACE_STOP)
- #define SYSVIEW_EVTMASK_SYSTIME_CYCLES (1 << SYSVIEW_EVTID_SYSTIME_CYCLES)
- #define SYSVIEW_EVTMASK_SYSTIME_US (1 << SYSVIEW_EVTID_SYSTIME_US)
- #define SYSVIEW_EVTMASK_SYSDESC (1 << SYSVIEW_EVTID_SYSDESC)
- #define SYSVIEW_EVTMASK_USER_START (1 << SYSVIEW_EVTID_USER_START)
- #define SYSVIEW_EVTMASK_USER_STOP (1 << SYSVIEW_EVTID_USER_STOP)
- #define SYSVIEW_EVTMASK_IDLE (1 << SYSVIEW_EVTID_IDLE)
- #define SYSVIEW_EVTMASK_ISR_TO_SCHEDULER (1 << SYSVIEW_EVTID_ISR_TO_SCHEDULER)
- #define SYSVIEW_EVTMASK_TIMER_ENTER (1 << SYSVIEW_EVTID_TIMER_ENTER)
- #define SYSVIEW_EVTMASK_TIMER_EXIT (1 << SYSVIEW_EVTID_TIMER_EXIT)
- #define SYSVIEW_EVTMASK_STACK_INFO (1 << SYSVIEW_EVTID_STACK_INFO)
- #define SYSVIEW_EVTMASK_MODULEDESC (1 << SYSVIEW_EVTID_MODULEDESC)
- #define SYSVIEW_EVTMASK_INIT (1 << SYSVIEW_EVTID_INIT)
- #define SYSVIEW_EVTMASK_NAME_RESOURCE (1 << SYSVIEW_EVTID_NAME_RESOURCE)
- #define SYSVIEW_EVTMASK_PRINT_FORMATTED (1 << SYSVIEW_EVTID_PRINT_FORMATTED)

- `#define SYSVIEW_EVTMASK_NUMMODULES (1 << SYSVIEW_EVTID_NUMMODULES)`
- `#define SYSVIEW_EVTMASK_END_CALL (1 << SYSVIEW_EVTID_END_CALL)`
- `#define SYSVIEW_EVTMASK_TASK_TERMINATE (1 << SYSVIEW_EVTID_TASK_TERMINATE)`
- `#define SYSVIEW_EVTMASK_EX (1 << SYSVIEW_EVTID_EX)`
- `#define SYSVIEW_EVTMASK_ALL_INTERRUPTS (SYSVIEW_EVTMASK_ISR_ENTER \ |
SYSVIEW_EVTMASK_ISR_EXIT \ | SYSVIEW_EVTMASK_ISR_TO_SCHEDULER)`
- `#define SYSVIEW_EVTMASK_ALL_TASKS (SYSVIEW_EVTMASK_TASK_START_EXEC \
| SYSVIEW_EVTMASK_TASK_STOP_EXEC \ | SYSVIEW_EVTMASK_TASK_START_READY
\ | SYSVIEW_EVTMASK_TASK_STOP_READY \ | SYSVIEW_EVTMASK_TASK_CREATE
\ | SYSVIEW_EVTMASK_TASK_INFO \ | SYSVIEW_EVTMASK_STACK_INFO \ |
SYSVIEW_EVTMASK_TASK_TERMINATE)`

2.5.3. Typedefs

- `typedef struct SEGGER_SYSVIEW_MODULE_STRUCT SEGGER_SYSVIEW_MODULE`
- `typedef void(SEGGER_SYSVIEW_SEND_SYS_DESC_FUNC`

2.5.4. Functions

- `void SEGGER_SYSVIEW_Init (U32 SysFreq, U32 CPUFreq, const SEGGER_SYSVIEW_OS_API *
pOSAPI, SEGGER_SYSVIEW_SEND_SYS_DESC_FUNC pfSendSysDesc)`
- `void SEGGER_SYSVIEW_SetRAMBase (U32 RAMBaseAddress)`
- `void SEGGER_SYSVIEW_Start (void)`
- `void SEGGER_SYSVIEW_Stop (void)`
- `void SEGGER_SYSVIEW_GetSysDesc (void)`
- `void SEGGER_SYSVIEW_SendTaskList (void)`
- `void SEGGER_SYSVIEW_SendTaskInfo (const SEGGER_SYSVIEW_TASKINFO * pInfo)`
- `void SEGGER_SYSVIEW_SendSysDesc (const char * sSysDesc)`
- `int SEGGER_SYSVIEW_isConnected (void)`
- `void SEGGER_SYSVIEW_setMicroJVMTask (U32)`
- `void SEGGER_SYSVIEW_setMicroJVMTaskPriority (U32)`
- `void SEGGER_SYSVIEW_setCurrentMicroEJTask (U32)`
- `void SEGGER_SYSVIEW_RecordVoid (unsigned int EventId)`

- void SEGGER_SYSVIEW_RecordU32 (unsigned int EventId, U32 Para0)
- void SEGGER_SYSVIEW_RecordU32x2 (unsigned int EventId, U32 Para0, U32 Para1)
- void SEGGER_SYSVIEW_RecordU32x3 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2)
- void SEGGER_SYSVIEW_RecordU32x4 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2, U32 Para3)
- void SEGGER_SYSVIEW_RecordU32x5 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4)
- void SEGGER_SYSVIEW_RecordU32x6 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5)
- void SEGGER_SYSVIEW_RecordU32x7 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6)
- void SEGGER_SYSVIEW_RecordU32x8 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6, U32 Para7)
- void SEGGER_SYSVIEW_RecordU32x9 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6, U32 Para7, U32 Para8)
- void SEGGER_SYSVIEW_RecordU32x10 (unsigned int EventId, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6, U32 Para7, U32 Para8, U32 Para9)
- void SEGGER_SYSVIEW_RecordString (unsigned int EventId, const char * pString)
- void SEGGER_SYSVIEW_RecordSysTime (void)
- void SEGGER_SYSVIEW_RecordEnterISR (void)
- void SEGGER_SYSVIEW_RecordExitISR (void)
- void SEGGER_SYSVIEW_RecordExitISRToScheduler (void)
- void SEGGER_SYSVIEW_RecordEnterTimer (U32 TimerId)
- void SEGGER_SYSVIEW_RecordExitTimer (void)
- void SEGGER_SYSVIEW_RecordEndCall (unsigned int EventID)
- void SEGGER_SYSVIEW_RecordEndCallU32 (unsigned int EventID, U32 Para0)
- void SEGGER_SYSVIEW_OnIdle (void)
- void SEGGER_SYSVIEW_OnTaskCreate (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskTerminate (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskStartExec (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskStopExec (void)

- void SEGGER_SYSVIEW_OnTaskStartReady (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskStopReady (U32 TaskId, unsigned int Cause)
- void SEGGER_SYSVIEW_OnUserStart (unsigned int UserId)
- void SEGGER_SYSVIEW_OnUserStop (unsigned int UserId)
- void SEGGER_SYSVIEW_NameResource (U32 ResourceId, const char * sName)
- int SEGGER_SYSVIEW_SendPacket (U8 * pPacket, U8 * pPayloadEnd, unsigned int EventId)
- U8 * SEGGER_SYSVIEW_EncodeU32 (U8 * pPayload, U32 Value)
- U8 * SEGGER_SYSVIEW_EncodeData (U8 * pPayload, const char * pSrc, unsigned int Len)
- U8 * SEGGER_SYSVIEW_EncodeString (U8 * pPayload, const char * s, unsigned int MaxLen)
- U8 * SEGGER_SYSVIEW_EncodeId (U8 * pPayload, U32 Id)
- U32 SEGGER_SYSVIEW_ShrinkId (U32 Id)
- void SEGGER_SYSVIEW_RegisterModule (SEGGER_SYSVIEW_MODULE * pModule)
- void SEGGER_SYSVIEW_RecordModuleDescription (const SEGGER_SYSVIEW_MODULE * pModule, const char * sDescription)
- void SEGGER_SYSVIEW_SendModule (U8 ModuleId)
- void SEGGER_SYSVIEW_SendModuleDescription (void)
- void SEGGER_SYSVIEW_SendNumModules (void)
- void SEGGER_SYSVIEW_PrintfHostEx (const char * s, U32 Options, ...)
- void SEGGER_SYSVIEW_PrintfTargetEx (const char * s, U32 Options, ...)
- void SEGGER_SYSVIEW_PrintfHost (const char * s, ...)
- void SEGGER_SYSVIEW_PrintfTarget (const char * s, ...)
- void SEGGER_SYSVIEW_WarnfHost (const char * s, ...)
- void SEGGER_SYSVIEW_WarnfTarget (const char * s, ...)
- void SEGGER_SYSVIEW_ErrorfHost (const char * s, ...)
- void SEGGER_SYSVIEW_ErrorfTarget (const char * s, ...)
- void SEGGER_SYSVIEW_Print (const char * s)
- void SEGGER_SYSVIEW_Warn (const char * s)
- void SEGGER_SYSVIEW_Error (const char * s)

- void SEGGER_SYSVIEW_EnableEvents (U32 EnableMask)
- void SEGGER_SYSVIEW_DisableEvents (U32 DisableMask)
- void SEGGER_SYSVIEW_Conf (void)
- U32 SEGGER_SYSVIEW_X_GetTimestamp (void)
- U32 SEGGER_SYSVIEW_X_GetInterruptId (void)

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-systemview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/inc/SEGGER_SYSVIEW.h`

2.6. SEGGER_SYSVIEW_ConfDefaults.h File Reference

```
#include "SEGGER_SYSVIEW_configuration.h"
```

```
#include "SEGGER_RTT_configuration.h"
```

2.6.1. Macros

- #define SEGGER_SYSVIEW_MAX_ARGUMENTS 16
- #define SEGGER_SYSVIEW_MAX_STRING_LEN 128
- #define SEGGER_SYSVIEW_PRINTF_IMPLICIT_FORMAT 0
- #define SEGGER_SYSVIEW_MAX_PACKET_SIZE SEGGER_SYSVIEW_INFO_SIZE + SEGGER_SYSVIEW_MAX_STRING_LEN + 2 * SEGGER_SYSVIEW_QUANTA_U32 + SEGGER_SYSVIEW_MAX_ARGUMENTS * SEGGER_SYSVIEW_QUANTA_U32
- #define SEGGER_SYSVIEW_SYNC_PERIOD_SHIFT 8
- #define SEGGER_SYSVIEW_LOCK SEGGER_RTT_LOCK()
- #define SEGGER_SYSVIEW_UNLOCK SEGGER_RTT_UNLOCK()

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-systemview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/inc/SEGGER_SYSVIEW_ConfDefaults.h`

2.7. SEGGER_SYSVIEW_configuration.h File Reference

2.7.1. Macros

- `#define SEGGER_SYSVIEW_CORE_OTHER 0`
- `#define SEGGER_SYSVIEW_CORE_CM0 1`
- `#define SEGGER_SYSVIEW_CORE_CM3 2`
- `#define SEGGER_SYSVIEW_CORE_RX 3`
- `#define SEGGER_SYSVIEW_CORE SEGGER_SYSVIEW_CORE_OTHER`
- `#define SEGGER_SYSVIEW_RTT_BUFFER_SIZE 1024`
- `#define SEGGER_SYSVIEW_RTT_CHANNEL 1`
- `#define SEGGER_SYSVIEW_USE_STATIC_BUFFER 1`
- `#define SEGGER_SYSVIEW_POST_MORTEM_MODE 0`
- `#define SEGGER_SYSVIEW_GET_TIMESTAMP SEGGER_SYSVIEW_X_GetTimestamp()`
- `#define SEGGER_SYSVIEW_TIMESTAMP_BITS 32`
- `#define SEGGER_SYSVIEW_ID_BASE 0x10000000`
- `#define SEGGER_SYSVIEW_ID_SHIFT 2`
- `#define SEGGER_SYSVIEW_GET_INTERRUPT_ID SEGGER_SYSVIEW_X_GetInterruptId()`

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-sys-temview/com.microej.library.thirdparty.systemview/target~/.ccomponentWorking/bsp/thirdparty/systemview/inc/SEGGER_SYSVIEW_configuration.h`

2.8. SEGGER_SYSVIEW_Int.h File Reference

```
#include "SEGGER_SYSVIEW.h"
```

```
#include "SEGGER_SYSVIEW_configuration.h"
```

```
#include "SEGGER_SYSVIEW_ConfDefaults.h"
```

2.8.1. Enumerations

- enum SEGGER_SYSVIEW_COMMAND_ID {
 SEGGER_SYSVIEW_COMMAND_ID_START= 1,
 SEGGER_SYSVIEW_COMMAND_ID_STOP,
 SEGGER_SYSVIEW_COMMAND_ID_GET_SYSTIME,
 SEGGER_SYSVIEW_COMMAND_ID_GET_TASKLIST,
 SEGGER_SYSVIEW_COMMAND_ID_GET_SYSDDESC,
 SEGGER_SYSVIEW_COMMAND_ID_GET_NUMMODULES,
 SEGGER_SYSVIEW_COMMAND_ID_GET_MODULEDESC,
 SEGGER_SYSVIEW_COMMAND_ID_GET_MODULE= 128
 }

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-systemview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/inc/SEGGER_SYSVIEW_Int.h`

2.9. SEGGER_RTT.c File Reference

```
#include "SEGGER_RTT.h"
```

```
#include <string.h>
```

2.9.1. Macros

- #define BUFFER_SIZE_UP 1024
- #define BUFFER_SIZE_DOWN 16
- #define SEGGER_RTT_MAX_NUM_UP_BUFFERS 2
- #define SEGGER_RTT_MAX_NUM_DOWN_BUFFERS 2
- #define SEGGER_RTT_ALIGNMENT 0
- #define SEGGER_RTT_BUFFER_ALIGNMENT 0
- #define SEGGER_RTT_MODE_DEFAULT SEGGER_RTT_MODE_NO_BLOCK_SKIP
- #define SEGGER_RTT_LOCK
- #define SEGGER_RTT_UNLOCK
- #define STRLEN strlen((a))

- `#define SEGGER_RTT_MEMCPY_USE_BYTELOOP 0`
- `#define SEGGER_RTT_MEMCPY memcpy((pDest), (pSrc), (NumBytes))`
- `#define MIN (((a) < (b)) ? (a) : (b))`
- `#define MAX (((a) > (b)) ? (a) : (b))`
- `#define NULL 0`
- `#define SEGGER_RTT_ALIGN Var`
- `#define SEGGER_RTT_PUT_SECTION Var`
- `#define SEGGER_RTT_CB_ALIGN Var`
- `#define SEGGER_RTT_BUFFER_ALIGN Var`
- `#define SEGGER_RTT_PUT_CB_SECTION Var`
- `#define SEGGER_RTT_PUT_BUFFER_SECTION Var`
- `#define INIT do { \ if (_SEGGER_RTT.acID[0] == '\0') { _DoInit(); } \ } while (0)`

2.9.2. Variables

- `static unsigned char _aTerminalId`
- `static char _ActiveTerminal`

2.9.3. Functions

- `SEGGER_RTT_PUT_CB_SECTION (SEGGER_RTT_CB_ALIGN(SEGGER_RTT_CB_SEGGER_RTT))`
- `SEGGER_RTT_PUT_BUFFER_SECTION (SEGGER_RTT_BUFFER_ALIGN(static char _acUpBuffer [BUFFER_SIZE_UP]))`
- `SEGGER_RTT_PUT_BUFFER_SECTION (SEGGER_RTT_BUFFER_ALIGN(static char _acDownBuffer[BUFFER_SIZE_DOWN]))`
- `static void _DoInit (void)`
- `static unsigned _WriteBlocking (SEGGER_RTT_BUFFER_UP * pRing, const char * pBuffer, unsigned NumBytes)`
- `static void _WriteNoCheck (SEGGER_RTT_BUFFER_UP * pRing, const char * pData, unsigned NumBytes)`
- `static void _PostTerminalSwitch (SEGGER_RTT_BUFFER_UP * pRing, unsigned char TerminalId)`
- `static unsigned _GetAvailWriteSpace (SEGGER_RTT_BUFFER_UP * pRing)`

- unsigned SEGGER_RTT_ReadNoLock (unsigned BufferIndex, void * pData, unsigned BufferSize)
- unsigned SEGGER_RTT_Read (unsigned BufferIndex, void * pBuffer, unsigned BufferSize)
- void SEGGER_RTT_WriteWithOverwriteNoLock (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_WriteSkipNoLock (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_WriteNoLock (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_Write (unsigned BufferIndex, const void * pBuffer, unsigned NumBytes)
- unsigned SEGGER_RTT_WriteString (unsigned BufferIndex, const char * s)
- unsigned SEGGER_RTT_PutCharSkipNoLock (unsigned BufferIndex, char c)
- unsigned SEGGER_RTT_PutCharSkip (unsigned BufferIndex, char c)
- unsigned SEGGER_RTT_PutChar (unsigned BufferIndex, char c)
- int SEGGER_RTT_GetKey (void)
- int SEGGER_RTT_WaitKey (void)
- int SEGGER_RTT_HasKey (void)
- unsigned SEGGER_RTT_HasData (unsigned BufferIndex)
- int SEGGER_RTT_AllocDownBuffer (const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)
- int SEGGER_RTT_AllocUpBuffer (const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)
- int SEGGER_RTT_ConfigUpBuffer (unsigned BufferIndex, const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)
- int SEGGER_RTT_ConfigDownBuffer (unsigned BufferIndex, const char * sName, void * pBuffer, unsigned BufferSize, unsigned Flags)
- int SEGGER_RTT_SetNameUpBuffer (unsigned BufferIndex, const char * sName)
- int SEGGER_RTT_SetNameDownBuffer (unsigned BufferIndex, const char * sName)
- int SEGGER_RTT_SetFlagsUpBuffer (unsigned BufferIndex, unsigned Flags)
- int SEGGER_RTT_SetFlagsDownBuffer (unsigned BufferIndex, unsigned Flags)
- void SEGGER_RTT_Init (void)
- int SEGGER_RTT_SetTerminal (char TerminalId)

- int SEGGER_RTT_TerminalOut (char TerminalId, const char * s)

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-sys-temview/com.microej.clibrary.thirdparty.systemview/target~/ccomponentWorking/bsp/thirdparty/systemview/src/SEGGER_RTT.c`

2.10. SEGGER_SYSVIEW.c File Reference

```
#include "SEGGER_SYSVIEW_Int.h"
```

```
#include "SEGGER_RTT.h"
```

```
#include <string.h>
```

```
#include <stdlib.h>
```

```
#include <stdarg.h>
```

2.10.1. Data Structures

- struct SEGGER_SYSVIEW_PRINTF_DESC
- struct SEGGER_SYSVIEW_GLOBALS

2.10.2. Macros

- #define SHRINK_ID ((Id) - _SYSVIEW_Globals.RAMBaseAddress)
- #define CHANNEL_ID_UP _SYSVIEW_Globals.UpChannel
- #define CHANNEL_ID_DOWN _SYSVIEW_Globals.DownChannel
- #define MAKE_DELTA_32BIT Delta <= 32 - SEGGER_SYSVIEW_TIMESTAMP_BITS; \ Delta >= 32 - SEGGER_SYSVIEW_TIMESTAMP_BITS;
- #define ENABLE_STATE_OFF 0
- #define ENABLE_STATE_ON 1
- #define ENABLE_STATE_DROPPING 2

- `#define FORMAT_FLAG_LEFT_JUSTIFY (1u << 0)`
- `#define FORMAT_FLAG_PAD_ZERO (1u << 1)`
- `#define FORMAT_FLAG_PRINT_SIGN (1u << 2)`
- `#define FORMAT_FLAG_ALTERNATE (1u << 3)`
- `#define MODULE_EVENT_OFFSET (512)`
- `#define ENCODE_U32 { \ U8* pSysviewPointer; \ U32 SysViewData; \ pSysviewPointer = pDest; \ SysViewData = Value; \ while(SysViewData > 0x7F) { \ *pSysviewPointer++ = (U8)(SysViewData | 0x80); \ SysViewData >>= 7; \ }; \ *pSysviewPointer++ = (U8)SysViewData; \ pDest = pSysviewPointer; \};`
- `#define RECORD_START U8 aPacket[(PacketSize)]; \ pPayloadStart = _PreparePacket(aPacket); \`
- `#define RECORD_END`

2.10.3. Variables

- `static const U8 _abSync`
- `static char _UpBuffer`
- `static char _DownBuffer`
- `static SEGGER_SYSVIEW_GLOBALS _SYSVIEW_Globals`
- `static SEGGER_SYSVIEW_MODULE * _pFirstModule`
- `static U8 _NumModules`
- `static U8 _connectionDetected`

2.10.4. Functions

- `static void _SendPacket (U8 * pStartPacket, U8 * pEndPacket, unsigned int EventId)`
- `static U32 _SEGGER_SYSVIEW_convertMicroEJTask (U32 TaskId)`
- `static U8 * _EncodeData (U8 * pPayload, const char * pSrc, unsigned int NumBytes)`
- `static U8 * _EncodeStr (U8 * pPayload, const char * pText, unsigned int Limit)`
- `static U8 * _EncodeTaskName (U8 * pPayload, const char * pText, unsigned int Limit, int mej_task)`
- `static U8 * _PreparePacket (U8 * pPacket)`
- `static void _HandleIncomingPacket (void)`

- static int _TrySendOverflowPacket (void)
- static int _VPrintHost (const char * s, U32 Options, va_list * pParamList)
- static void _StoreChar (SEGGER_SYSVIEW_PRINTF_DESC * p, char c)
- static void _PrintUnsigned (SEGGER_SYSVIEW_PRINTF_DESC * pBufferDesc, unsigned int v, unsigned int Base, unsigned int NumDigits, unsigned int FieldWidth, unsigned int FormatFlags)
- static void _PrintInt (SEGGER_SYSVIEW_PRINTF_DESC * pBufferDesc, int v, unsigned int Base, unsigned int NumDigits, unsigned int FieldWidth, unsigned int FormatFlags)
- static void _VPrintTarget (const char * sFormat, U32 Options, va_list * pParamList)
- void SEGGER_SYSVIEW_Init (U32 SysFreq, U32 CPUFreq, const SEGGER_SYSVIEW_OS_API * pOSAPI, SEGGER_SYSVIEW_SEND_SYS_DESC_FUNC pfSendSysDesc)
- void SEGGER_SYSVIEW_SetRAMBase (U32 RAMBaseAddress)
- void SEGGER_SYSVIEW_RecordVoid (unsigned int EventID)
- void SEGGER_SYSVIEW_RecordU32 (unsigned int EventID, U32 Value)
- void SEGGER_SYSVIEW_RecordU32x2 (unsigned int EventID, U32 Para0, U32 Para1)
- void SEGGER_SYSVIEW_RecordU32x3 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2)
- void SEGGER_SYSVIEW_RecordU32x4 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2, U32 Para3)
- void SEGGER_SYSVIEW_RecordU32x5 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4)
- void SEGGER_SYSVIEW_RecordU32x6 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5)
- void SEGGER_SYSVIEW_RecordU32x7 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6)
- void SEGGER_SYSVIEW_RecordU32x8 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6, U32 Para7)
- void SEGGER_SYSVIEW_RecordU32x9 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6, U32 Para7, U32 Para8)
- void SEGGER_SYSVIEW_RecordU32x10 (unsigned int EventID, U32 Para0, U32 Para1, U32 Para2, U32 Para3, U32 Para4, U32 Para5, U32 Para6, U32 Para7, U32 Para8, U32 Para9)
- void SEGGER_SYSVIEW_RecordString (unsigned int EventID, const char * pString)
- void SEGGER_SYSVIEW_Start (void)
- void SEGGER_SYSVIEW_Stop (void)

- void SEGGER_SYSVIEW_GetSysDesc (void)
- void SEGGER_SYSVIEW_SendTaskInfo (const SEGGER_SYSVIEW_TASKINFO * pInfo)
- void SEGGER_SYSVIEW_SendTaskList (void)
- void SEGGER_SYSVIEW_SendSysDesc (const char * sSysDesc)
- void SEGGER_SYSVIEW_RecordSysTime (void)
- void SEGGER_SYSVIEW_RecordEnterISR (void)
- void SEGGER_SYSVIEW_RecordExitISR (void)
- void SEGGER_SYSVIEW_RecordExitISRtoScheduler (void)
- void SEGGER_SYSVIEW_RecordEnterTimer (U32 TimerId)
- void SEGGER_SYSVIEW_RecordExitTimer (void)
- void SEGGER_SYSVIEW_RecordEndCall (unsigned int EventID)
- void SEGGER_SYSVIEW_RecordEndCallU32 (unsigned int EventID, U32 Para0)
- void SEGGER_SYSVIEW_OnIdle (void)
- void SEGGER_SYSVIEW_OnTaskCreate (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskTerminate (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskStartExec (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskStopExec (void)
- void SEGGER_SYSVIEW_OnTaskStartReady (U32 TaskId)
- void SEGGER_SYSVIEW_OnTaskStopReady (U32 TaskId, unsigned int Cause)
- void SEGGER_SYSVIEW_OnUserStart (unsigned UserId)
- void SEGGER_SYSVIEW_OnUserStop (unsigned UserId)
- void SEGGER_SYSVIEW_NameResource (U32 ResourceId, const char * sName)
- int SEGGER_SYSVIEW_SendPacket (U8 * pPacket, U8 * pPayloadEnd, unsigned int EventId)
- U8 * SEGGER_SYSVIEW_EncodeU32 (U8 * pPayload, U32 Value)
- U8 * SEGGER_SYSVIEW_EncodeString (U8 * pPayload, const char * s, unsigned int MaxLen)
- U8 * SEGGER_SYSVIEW_EncodeData (U8 * pPayload, const char * pSrc, unsigned int NumBytes)
- U8 * SEGGER_SYSVIEW_EncodeId (U8 * pPayload, U32 Id)
- U32 SEGGER_SYSVIEW_ShrinkId (U32 Id)

- void SEGGER_SYSVIEW_RegisterModule (SEGGER_SYSVIEW_MODULE * pModule)
- void SEGGER_SYSVIEW_RecordModuleDescription (const SEGGER_SYSVIEW_MODULE * pModule, const char * sDescription)
- void SEGGER_SYSVIEW_SendModule (U8 ModuleId)
- void SEGGER_SYSVIEW_SendModuleDescription (void)
- void SEGGER_SYSVIEW_SendNumModules (void)
- void SEGGER_SYSVIEW_PrintfHostEx (const char * s, U32 Options, ...)
- void SEGGER_SYSVIEW_PrintfHost (const char * s, ...)
- void SEGGER_SYSVIEW_WarnfHost (const char * s, ...)
- void SEGGER_SYSVIEW_ErrorfHost (const char * s, ...)
- void SEGGER_SYSVIEW_PrintfTargetEx (const char * s, U32 Options, ...)
- void SEGGER_SYSVIEW_PrintfTarget (const char * s, ...)
- void SEGGER_SYSVIEW_WarnfTarget (const char * s, ...)
- void SEGGER_SYSVIEW_ErrorfTarget (const char * s, ...)
- void SEGGER_SYSVIEW_Print (const char * s)
- void SEGGER_SYSVIEW_Warn (const char * s)
- void SEGGER_SYSVIEW_Error (const char * s)
- void SEGGER_SYSVIEW_EnableEvents (U32 EnableMask)
- void SEGGER_SYSVIEW_DisableEvents (U32 DisableMask)
- int SEGGER_SYSVIEW_isConnected ()
- void SEGGER_SYSVIEW_setMicroJVMTask (U32 TaskId)
- void SEGGER_SYSVIEW_setMicroJVMTaskPriority (U32 TaskPriority)
- void SEGGER_SYSVIEW_setCurrentMicroEJTask (U32 TaskId)

Detailed Description

Definition in file `/home/is2t/workspace/M0119_CCO-systemview/com.microej.library.thirdparty.systemview/target~/.ccomponentWorking/bsp/thirdparty/systemview/src/SEGGER_SYSVIEW.c`