

Exploring the Environment	Creating New Projects	VxWorks API Calls				
<p>Setting the Build Environment</p> <p>Environment variables must be configured so that you can build from the workstation command line.</p> <p>WIND_HOME is installation dir (<i>installDir</i>)</p> <p>WIND_BASE is vxworks-7 (or vxworks-6) dir</p> <p>From WIND_HOME:</p> <p>Linux:</p> <pre>\$./wrenv.sh -p vxworks-7 (or vxworks-6)</pre> <p>OR—to preserve existing bash shell:</p> <pre>\$ eval `./wrenv.sh -p vxworks-7 -o print_env -f sh`</pre> <p>Windows:</p> <pre>> wrenv.exe -p vxworks-7 (or vxworks-6)</pre> <p>Setting the Workspace</p> <p>Linux:</p> <pre>\$ export WIND_WRTOOL_WORKSPACE=installDir/workspace</pre> <p>Windows:</p> <pre>> set WIND_WRTOOL_WORKSPACE=installDir\workspace</pre> <p>Exploring VxW Source Projects (VSB)</p> <p>List VSB layers:</p> <pre>> wrtool prj vsb list vsbName</pre> <p>List All CPU Architectures Supported in this VxWorks Installation:</p> <pre>> wrtool vsb listcpus</pre> <p>Get VSB Configuration:</p> <pre>> wrtool prj vsb value get vsbParam vsbName</pre> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">Is SMP enabled? <i>vsbParam</i> = SMP</td> <td style="padding: 2px;">Is RTP enabled? <i>vsbParam</i> = RTP</td> <td style="padding: 2px;">Debugs enabled? <i>vsbParam</i> = DEBUG_FLAG</td> <td style="padding: 2px;">A 64-bit VSB? <i>vsbParam</i>=LP64</td> </tr> </table> <p>Exploring VxW Image Projects (VIP)</p> <p>Which BSP + VSB is the VIP based on?</p> <pre>> wrtool prj vip info vipName</pre> <p>Which components are included in this VIP?</p> <pre>> wrtool prj vip component list vipName</pre> <p>Where are this component's source files?</p> <pre>> wrtool prj vip component info vipName componentName</pre> <p>What is the VIP's default bootline?</p> <pre>> wrtool prj vip parameter value vipName DEFAULT_BOOT_LINE</pre>	Is SMP enabled? <i>vsbParam</i> = SMP	Is RTP enabled? <i>vsbParam</i> = RTP	Debugs enabled? <i>vsbParam</i> = DEBUG_FLAG	A 64-bit VSB? <i>vsbParam</i> =LP64	<p>Create a VSB</p> <pre>wrtool vxprj vsb create -S -force -bsp bspName -lp64 -cpu cpuName -smp myVSB</pre> <p>e.g. <i>bspName</i> = itl_generic, <i>cpuName</i> = NEHALEM</p> <p>Add “-debug” to enable debug symbols</p> <p>Remove “-lp64” for 32-bit VSB</p> <p>Add a VSB Layer</p> <pre>wrtool vxprj vsb add vsbName layerName</pre> <p>Build a VSB</p> <pre>cd myVSB; make -j 32</pre> <p>Create a VIP</p> <pre>wrtool vxprj create -smp bspName vipName -profile profileName -vsb vsbName</pre> <p>e.g. <i>bspName</i> = itl_generic, <i>profileName</i> = PROFILE_INTEL_GENERIC</p> <p>Add “-debug” to enable debug symbols</p> <p>Add a VIP Component</p> <pre>wrtool vxprj component add vipName componentNameName</pre> <p>Add a VIP Bundle</p> <pre>wrtool vxprj bundle add vipName bName</pre> <p>e.g. <i>bName</i> = BUNDLE_STANDALONE_SHELL</p> <p>Which bundle is added to a VIP?</p> <pre>wrtool vxprj bundle list vipName</pre> <p>Create a downloadable kernel module (DKM)</p> <pre>prj dkm create -vsb vsbName dkmName</pre> <p>Create a real-time process (RTP)</p> <pre>prj rtp create -vsb vsbName rtpName</pre> <p>Add a File to a Project</p> <pre>prj file add fileName projectName</pre> <p>Add “-link” to link to, not copy the file</p>	<p>VxWorks Show Routines</p> <p>INCLUDE_DOSFS_SHOW:</p> <pre>STATUS dosFsShow (void * pDevName, u_int level)</pre> <p>INCLUDE_POOL_SHOW:</p> <pre>void poolShow (POOL_ID poolId, int level)</pre> <p>INCLUDE_SHOW_ROUTINES:</p> <pre>STATUS objShowAll (OBJ_ID objId, int showType)</pre> <p>INCLUDE_WATCHDOGS_SHOW:</p> <pre>STATUS wdShow (WDOG_ID wdId)</pre> <p>INCLUDE_TASK_SHOW:</p> <pre>STATUS taskShow (TASK_ID tid, int level)</pre> <p>INCLUDE_SYM_TBL_SHOW:</p> <pre>STATUS symShow (SYMTAB_ID pSymTbl, char * substr)</pre> <p>INCLUDE_STDIO_SHOW:</p> <pre>STATUS stdioShow (FAST_FILE * fp, int level)</pre> <p>INCLUDE_MODULE_MANAGER:</p> <pre>STATUS moduleShow (char * modNameorld, int options)</pre> <p>INCLUDE_MEM_SHOW:</p> <pre>STATUS memShow (int type)</pre> <p>STATUS memPartShow (PART_ID partId, int type)</p> <p>INCLUDE_TASK_SHOW:</p> <pre>void envShow (TASK_ID taskId)</pre> <p>INCLUDE_MSG_Q_SHOW:</p> <pre>STATUS msgQShow (MSG_Q_ID msgQId, int level)</pre> <p>INCLUDE_POSIX_TIMER_SHOW:</p> <pre>Int timer_show (timer_t timerId, int verbose)</pre> <p>INCLUDE_SEM_SHOW:</p> <pre>STATUS semShow (SEM_ID semId, int level)</pre> <p>INCLUDE_HW_FP_SHOW:</p> <pre>void fppCtxShow (FP_CONTEXT * pFpContext)</pre> <p>INCLUDE_EDR_SHOW:</p> <pre>STATUS memEdrPartShow (PART_ID partId)</pre> <p>INCLUDE_VM_SHOW:</p> <pre>STATUS vmContextShow (VM_CONTEXT_ID context)</pre> <p>INCLUDE_VXBUS_SHOW:</p> <pre>void vxbDevShow (VXB_DEV_ID pRoot, int toggle)</pre>
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Debugging Drivers	VxWorks API Calls	VxWorks API Calls
<p>Exploring Exceptions</p> <p>INCLUDE_EDR_ERRLOG:</p> <p>STATUS edrShow (int start, int count, int facility, int severity)</p> <p>From the kernel shell:</p> <p>-> edrShow()</p> <p>Exploring Fatal Exceptions</p> <p>1—Set a breakpoint in sysToMonitor().</p> <p>2—When target breaks, examine the CPU link register to get the calling address.</p> <p>3—Set a new breakpoint there and re-run.</p> <p>4—Keep working back till you find the problem.</p> <p>Deferring Driver Startup (VxBus 2 / SR0660 and later)</p> <p>INCLUDE_VXBUS_DRIVER_DEFER</p> <p>List the driver names to be deferred separated by a colon (:) in VIP parameter VXBUS_DRIVER_DEFER_LIST_STR.</p> <p>Manually Deferring and Initializing a Network Driver (VxBus 2)</p> <p>Convert network driver from static to dynamic driver registration. For example:</p> <p>1—Locate VXB_DRV_DEF (VXB_DRV_structure_name) and comment line out.</p> <p>2—Create a new function in the driver:</p> <pre>void addMyEnetDrv() { vxbDrvAdd(&VXB_DRV_structure_name); }</pre> <p>3—Reboot target and from the kernel shell:</p> <pre>-> addMyEnetDrv() -> ipcom_drv_eth_init("drv_name", 0, 0) -> ifconfig ("drv_name0 ip_address netmask netmask up")</pre>	<p>VxWorks Message Queue Library</p> <p>INCLUDE_MSG_Q:</p> <p>MSG_Q_ID msgQOpen (const char * name, size_t maxMsgs, size_t maxMsgLength, int options, int mode, void * context)</p> <p>STATUS msgQClose (MSG_Q_ID msgQId)</p> <p>MSG_Q_ID msgQCreate (size_t maxMsgs, size_t maxMsgLength, int options)</p> <p>STATUS msgQDelete (MSG_Q_ID msgQId)</p> <p>ssize_t msgQNumMsgs (MSG_Q_ID msgQId)</p> <p>STATUS msgQSend (MSG_Q_ID msgQId, char * buffer, size_t nBytes, _Vx_ticks_t timeout, int priority)</p> <p>ssize_t msgQReceive (MSG_Q_ID msgQId, char * buffer, size_t maxNBytes, _Vx_ticks_t timeout)</p> <p>STATUS msgQInfoGet (MSG_Q_ID msgQId, MSG_Q_INFO * pInfo)</p> <p>VxWorks Pipe I/O Driver</p> <p>INCLUDE_PIPES:</p> <p>STATUS pipeDevCreate (const char * name, size_t nMessages, size_t nBytes)</p> <p>STATUS pipeDevDelete (const char * name, BOOL force)</p> <p>STATUS pipeAnonCreate (size_t nMessages, size_t nBytes, unsigned flags, int * pFd)</p> <p>VxWorks I/O Library</p> <p>int open (const char * name, int flags, ...)</p> <p>int creat (const char * name, mode_t mode)</p> <p>int remove (const char * name)</p> <p>ssize_t write (int fd, const void * buffer, size_t nbytes)</p> <p>int close (int fd)</p> <p>ssize_t read (int fd, void * buffer, size_t maxbytes)</p> <p>int ioctl (int fd, int function, ...)</p>	<p>void vxbDrvShow (void)</p> <p>INCLUDE_PCI_SHOW:</p> <p>void vxbPciCtrlShow (void)</p> <p>STATUS vxbPciDeviceShow (VXB_DEV_ID busCtrlID, UINT8 busNo)</p> <p>void vxbPciTopoShow (VXB_DEV_ID busCtrlID)</p> <p>STATUS vxbPciFuncShow (VXB_DEV_ID busCtrlID, UINT8 bus, UINT8 device, UINT8 function)</p> <p>VxWorks Logging and kprintf Library</p> <p>INCLUDE_LOGGING:</p> <p>int logmsg (char * fmt, _Vx_usr_arg_t arg1, _Vx_usr_arg_t arg2, _Vx_usr_arg_t arg3, _Vx_usr_arg_t arg4, _Vx_usr_arg_t arg5, _Vx_usr_arg_t arg6)</p> <p>INCLUDE_DEBUG_KPRINTF:</p> <p>int kprintf (const char * fmt, ...)</p> <p>ssize_t kputs (char * buffer)</p> <p>VxWorks Events Library</p> <p>INCLUDE_VXEVENTS:</p> <p>STATUS eventClear (void)</p> <p>STATUS eventReceiveEx (UINT32 events, UINT32 options, _Vx_ticks_t timeout, UINT32 * pEventsReceived)</p> <p>STATUS eventReceive (UINT32 events, UINT8 options, _Vx_ticks_t timeout, UINT32 * pEventsReceived)</p> <p>STATUS eventSend (TASK_ID taskId, UINT32 events)</p> <p>VxWorks Semaphore Library</p> <p>INCLUDE_SEM_LIB:</p> <p>SEM_ID semBCreate (int options, SEM_B_STATE initialState)</p> <p>SEM_ID semCCreate (int options, int initialCount)</p> <p>SEM_ID semMCreate (int options)</p> <p>SEM_ID semOpen (const char * name, SEM_TYPE type, int initState, int options, int mode, void * context)</p> <p>STATUS semClose (SEM_ID semId)</p> <p>STATUS semDelete (SEM_ID semId)</p> <p>STATUS semFlush (SEM_ID semId)</p> <p>STATUS semGive (SEM_ID semId)</p> <p>STATUS semTake (SEM_ID semId, _Vx_ticks_t timeout)</p>