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DEVELOPMENT TOOLS

OS Awareness Manual
MicroC/OS-III

MANUAL

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Overview

The OS Awareness for µC/OS-III contains special extensions to the TRACE32 Debugger. This manual describes the additional features, such as additional commands and statistic evaluations.

Brief Overview of Documents for New Users

Architecture-independent information:

- **"Training Basic Debugging"** (training_debugger.pdf): Get familiar with the basic features of a TRACE32 debugger.
- **"T32Start"** (app_t32start.pdf): T32Start assists you in starting TRACE32 PowerView instances for different configurations of the debugger. T32Start is only available for Windows.
- **"General Commands"** (general_ref_*<x>*.pdf): Alphabetic list of debug commands.

Architecture-specific information:

- **"Processor Architecture Manuals"**: These manuals describe commands that are specific for the processor architecture supported by your Debug Cable. To access the manual for your processor architecture, proceed as follows:
  - Choose **Help** menu > **Processor Architecture Manual**.
- **"OS Awareness Manuals"** (rtos_*<os>*.pdf): TRACE32 PowerView can be extended for operating system-aware debugging. The appropriate OS Awareness manual informs you how to enable the OS-aware debugging.

Supported Versions

Currently µC/OS-III is supported for the following versions:

- µC/OS-III V3.0 on ARM.

Configuration

The **TASK.CONFIG** command loads an extension definition file called “ucos3.t32” (directory “~~/demo/<*processor*>/kernel/ucos3”). It contains all necessary extensions.

Automatic configuration tries to locate the µC/OS-III internals automatically. For this purpose all symbol tables must be loaded and accessible at any time the OS Awareness is used.

If you want to display the OS objects “On The Fly” while the target is running, you need to have access to memory while the target is running. In case of ICD, you have to enable **SYStem.MemAccess** or **SYStem.CpuAccess** (CPU dependent).

For system resource display and trace functionality, you can do an automatic configuration of the OS Awareness. For this purpose it is necessary that all system internal symbols are loaded and accessible at any time, the OS Awareness is used. Each of the **TASK.CONFIG** arguments can be substituted by '0', which means that this argument will be searched and configured automatically. For a fully automatic configuration, omit all arguments:

Format:	**TASK.CONFIG ucos3**

See also “**Hooks & Internals**” for details on the used symbols.

Quick Configuration Guide

To access all features of the OS Awareness you should follow the following roadmap:

1. Run the PRACTICE demo script (~~/demo/<*processor*>/kernel/ucos3/ucos3.cmm). Start the demo with "`do ucos3`" and "`go`". The result should be a list of tasks, which continuously change their state.
2. Make a copy of the PRACTICE script file "ucos3.cmm". Modify the file according to your application.
3. Run the modified version in your application. This should allow you to display the kernel resources and use the trace functions (if available).

Hooks & Internals in µC/OS-II3

No hooks are used in the kernel.

To retrieve information on kernel objects, the OS Awareness uses the global µC/OS-III variables and structures. Be sure that your application is compiled and linked with debugging symbols switched on.

µC/OS-III needs to be configured with OS_CFG_DBG_EN = 1.

Features

The OS Awareness for µC/OS-III supports the following features.

Display of Kernel Resources

The extension defines new commands to display various kernel resources. Information on the following µC/OS-III components can be displayed:

TASK.Task	Tasks
TASK.SEMaphore	Semaphores
TASK.MUTEX	Mutexes
TASK.eventFLAG	Event Flags
TASK.Queue	Message Queues
TASK.TiMeR	Timers
TASK.MEMory	Memory Partitions

For a description of the commands, refer to chapter "**µC/OS-III Commands**".

If your hardware allows memory access while the target is running, these resources can be displayed "On The Fly", i.e. while the application is running, without any intrusion to the application.

Without this capability, the information will only be displayed if the target application is stopped.

Task Stack Coverage

For stack usage coverage of µC/OS-III Tasks, you can use the **TASK.STacK** command. Without any parameter, this command will set up a window with all active tasks. If you specify only a magic number as parameter, the stack area will be automatically calculated.

To use the calculation of the maximum stack usage, flag memory must be mapped to the task stack areas when working with the emulation memory. When working with the target memory a stack pattern must be defined with the command **TASK.STacK.PATtern** (default value is zero).

To add/remove one task to/from the task stack coverage, you can either call the **TASK.STacK.ADD** rsp. **TASK.STacK.ReMove** commands with the task magic number as parameter, or omit the parameter and select from the task list window.

It is recommended to display only the tasks you are interested in, because the evaluation of the used stack space is very time consuming and slows down the debugger display.

Task-Related Breakpoints

Any breakpoint set in the debugger can be restricted to fire only if a specific task hits that breakpoint. This is especially useful when debugging code which is shared between several tasks. To set a task-related breakpoint, use the command:

Break.Set *<address>*|*<range>* [**/***<option>*] **/TASK** *<task>*	Set task-related breakpoint.

- Use a magic number, task ID, or task name for *<task>*. For information about the parameters, see **"What to know about the Task Parameters"** (general_ref_t.pdf).
- For a general description of the **Break.Set** command, please see its documentation.

By default, the task-related breakpoint will be implemented by a conditional breakpoint inside the debugger. This means that the target will *always* halt at that breakpoint, but the debugger immediately resumes execution if the current running task is not equal to the specified task.

NOTE:	Task-related breakpoints impact the real-time behavior of the application.

On some architectures, however, it is possible to set a task-related breakpoint with *on-chip* debug logic that is less intrusive. To do this, include the option **/Onchip** in the **Break.Set** command. The debugger then uses the on-chip resources to reduce the number of breaks to the minimum by pre-filtering the tasks.

For example, on ARM architectures: *If* the RTOS serves the Context ID register at task switches, and *if* the debug logic provides the Context ID comparison, you may use Context ID register for less intrusive task-related breakpoints:

Break.CONFIG.UseContextID ON	Enables the comparison to the whole Context ID register.
Break.CONFIG.MatchASID ON	Enables the comparison to the ASID part only.
TASK.List.tasks	If **TASK.List.tasks** provides a trace ID (**traceid** column), the debugger will use this ID for comparison. Without the trace ID, it uses the magic number (**magic** column) for comparison.

When single stepping, the debugger halts at the next instruction, regardless of which task hits this breakpoint. When debugging shared code, stepping over an OS function may cause a task switch and coming back to the same place - but with a different task. If you want to restrict debugging to the current task, you can set up the debugger with **SETUP.StepWithinTask ON** to use task-related breakpoints for single stepping. In this case, single stepping will always stay within the current task. Other tasks using the same code will not be halted on these breakpoints.

If you want to halt program execution as soon as a specific task is scheduled to run by the OS, you can use the **Break.SetTask** command.

Task Context Display

You can switch the whole viewing context to a task that is currently not being executed. This means that all register and stack-related information displayed, e.g. in **Register**, **Data.List**, **Frame** etc. windows, will refer to this task. Be aware that this is only for displaying information. When you continue debugging the application (**Step** or **Go**), the debugger will switch back to the current context.

To display a specific task context, use the command:

Frame.TASK [*<task>*]	Display task context.

- Use a magic number, task ID, or task name for *<task>*. For information about the parameters, see **"What to know about the Task Parameters"** (general_ref_t.pdf).
- To switch back to the current context, omit all parameters.

To display the call stack of a specific task, use the following command:

Frame /Task *<task>*	Display call stack of a task.

If you'd like to see the application code where the task was preempted, then take these steps:

1. Open the **Frame /Caller /Task** *<task>* window.
2. Double-click the line showing the OS service call.

The **TASK.TASK <task>** window contains a button ("context") to execute this command with the displayed task, and to switch back to the current context ("current").

Dynamic Task Performance Measurement

The debugger can execute a dynamic performance measurement by evaluating the current running task in changing time intervals. Start the measurement with the commands **PERF.Mode TASK** and **PERF.Arm**, and view the contents with **PERF.ListTASK**. The evaluation is done by reading the 'magic' location (= current running task) in memory. This memory read may be non-intrusive or intrusive, depending on the **PERF.METHOD** used.

If **PERF** collects the PC for function profiling of processes in MMU-based operating systems (**SYStem.Option.MMUSPACES ON**), then you need to set **PERF.MMUSPACES**, too.

For a general description of the **PERF** command group, refer to **"General Commands Reference Guide P"** (general_ref_p.pdf).

Task Runtime Statistics

NOTE:	This feature is *only* available, if your debug environment is able to trace task switches (program flow trace is not sufficient). It requires either an on-chip trace logic that is able to generate task information (eg. data trace), or a software instrumentation feeding one of TRACE32 software based traces (e.g. **FDX** or **Logger**). For details, refer to **"OS-aware Tracing"** (glossary.pdf).

Based on the recordings made by the **Trace** (if available), the debugger is able to evaluate the time spent in a task and display it statistically and graphically.

To evaluate the contents of the trace buffer, use these commands:

Trace.List List.TASK DEFault	Display trace buffer and task switches
Trace.STATistic.TASK	Display task runtime statistic evaluation
Trace.Chart.TASK	Display task runtime timechart
Trace.PROfileSTATistic.TASK	Display task runtime within fixed time intervals statistically
Trace.PROfileChart.TASK	Display task runtime within fixed time intervals as colored graph
Trace.FindAll Address TASK.CONFIG(magic)	Display all data access records to the "magic" location
Trace.FindAll CYcle owner OR CYcle context	Display all context ID records

The start of the recording time, when the calculation doesn't know which task is running, is calculated as "(unknown)".

Task State Analysis

NOTE:	This feature is *only* available, if your debug environment is able to trace task switches and data accesses (program flow trace is not sufficient). It requires either an on-chip trace logic that is able to generate a data trace, or a software instrumentation feeding one of TRACE32 software based traces (e.g. **FDX** or **Logger**). For details, refer to **"OS-aware Tracing"** (glossary.pdf).

The time different tasks are in a certain state (running, ready, suspended or waiting) can be evaluated statistically or displayed graphically.

This feature requires that the following data accesses are recorded:

- All accesses to the status words of all tasks
- Accesses to the current task variable (= magic address)

Adjust your trace logic to record all data write accesses, or limit the recorded data to the area where all TCBs are located (plus the current task pointer).

Example: This script assumes that the TCBs are located in an array named TCB_array and consequently limits the tracing to data write accesses on the TCBs and the task switch.

```
Break.Set Var.RANGE(TCB_array) /Write /TraceData
Break.Set TASK.CONFIG(magic) /Write /TraceData
```

To evaluate the contents of the trace buffer, use these commands:

Trace.STATistic.TASKState	Display task state statistic
Trace.Chart.TASKState	Display task state timechart

The start of the recording time, when the calculation doesn't know which task is running, is calculated as "(unknown)".

All kernel activities added to the calling task.

Function Runtime Statistics

NOTE:	This feature is *only* available, if your debug environment is able to trace task switches (program flow trace is not sufficient). It requires either an on-chip trace logic that is able to generate task information (eg. data trace), or a software instrumentation feeding one of TRACE32 software based traces (e.g. **FDX** or **Logger**). For details, refer to **"OS-aware Tracing"** (glossary.pdf).

All function-related statistic and time chart evaluations can be used with task-specific information. The function timings will be calculated dependent on the task that called this function. To do this, in addition to the function entries and exits, the task switches must be recorded.

To do a selective recording on task-related function runtimes based on the data accesses, use the following command:

```
; Enable flow trace and accesses to the magic location
Break.Set TASK.CONFIG(magic) /TraceData
```

To do a selective recording on task-related function runtimes, based on the Arm Context ID, use the following command:

```
; Enable flow trace with Arm Context ID (e.g. 32bit)
ETM.ContextID 32
```

To evaluate the contents of the trace buffer, use these commands:

Trace.ListNesting	Display function nesting
Trace.STATistic.Func	Display function runtime statistic
Trace.STATistic.TREE	Display functions as call tree
Trace.STATistic.sYmbol /SplitTASK	Display flat runtime analysis
Trace.Chart.Func	Display function timechart
Trace.Chart.sYmbol /SplitTASK	Display flat runtime timechart

The start of the recording time, when the calculation doesn't know which task is running, is calculated as "(unknown)".

µC/OS-III specific Menu

The menu file "ucos3.men" contains a menu with µC/OS-III specific menu items. Load this menu with the **MENU.ReProgram** command.

You will find a new menu called **µC/OS-III**.

- The **Display** menu items launch the appropriate kernel resource display windows.
- The **Stack Coverage** submenu starts and resets the µC/OS-III specific stack coverage and provides an easy way to add or remove tasks from the stack coverage window.

In addition, the menu file (*.men) modifies these menus on the TRACE32 main menu bar:

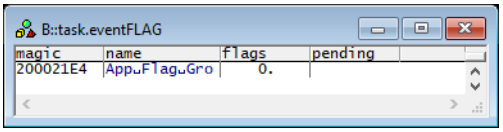
- The **Trace** menu is extended. In the **List** submenu, you can choose if you want a trace list window to show only task switches (if any) or task switches together with the default display.
- The **Perf** menu contains additional submenus for task runtime statistics and statistics on task states.

TASK.eventFLAG — Display event flags

Format: **TASK.eventFLAG** [<*flag*>]

Displays the event flag table of µC/OS-III or detailed information about one specific event flag.

Without any arguments, a table with all created event flags will be shown. Specify an event flag magic number to display detailed information on that event flag.



"magic" is a unique ID, used by the OS Awareness to identify a specific event flag (address of the OS_FLAG_GRP structure).

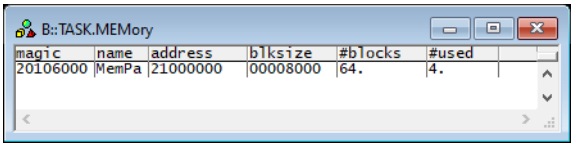
The field "magic" is mouse sensitive, double clicking on it opens an appropriate window. Right clicking on it will show a local menu.

TASK.MEMory — Display memory partitions

Format: **TASK.MEMory** [<*memory*>]

Displays the memory partition table of µC/OS-III or detailed information about one specific memory partition.

Without any arguments, a table with all created memory partitions will be shown. Specify a memory partition magic number to display detailed information on that memory partition.



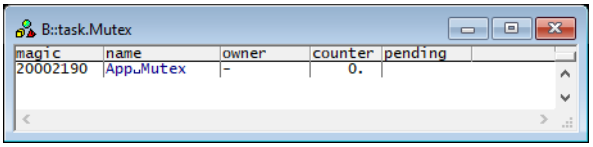
"magic" is a unique ID, used by the OS Awareness to identify a specific memory partition (address of the OS_MEM structure).

The fields "magic", and "address" are mouse sensitive, double clicking on them opens appropriate windows. Right clicking on them will show a local menu.

Format: **TASK.MUTEX** [<*mutex*>]

Displays the mutex table of µC/OS-III or detailed information about one specific mutex

Without any arguments, a table with all created mutexes will be shown. Specify a mutex magic number to display detailed information on that mutex.



"magic" is a unique ID, used by the OS Awareness to identify a specific semaphore (address of the OS_SEM structure).

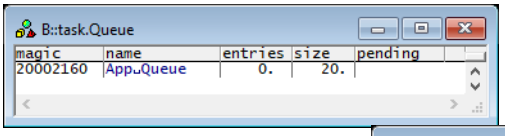
The field "magic" is mouse sensitive, double clicking on it opens an appropriate window. Right clicking on it will show a local menu.

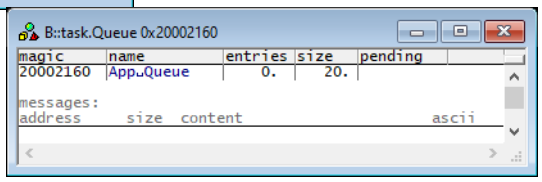
TASK.Queue Display message queues

Format: **TASK.Queue** [<*queue*>]

Displays the message queue table of µC/OS-III or detailed information about one specific message queue.

Without any arguments, a table with all created message queue will be shown. Specify a message queue magic number to display detailed information on that message queue.





"magic" is a unique ID, used by the OS Awareness to identify a specific message queue (address of the OS_Q structure).

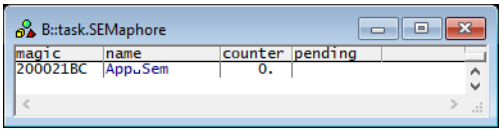
The field "magic" is mouse sensitive, double clicking on it opens an appropriate window. Right clicking on it will show a local menu.

TASK.SEMaphore Display semaphores

Format: **TASK.SEMaphore** [<*semaphore*>]

Displays the semaphore table of µC/OS-III or detailed information about one specific semaphore

Without any arguments, a table with all created semaphores will be shown. Specify a semaphore magic number to display detailed information on that semaphore.



“magic” is a unique ID, used by the OS Awareness to identify a specific semaphore (address of the OS_SEM structure).

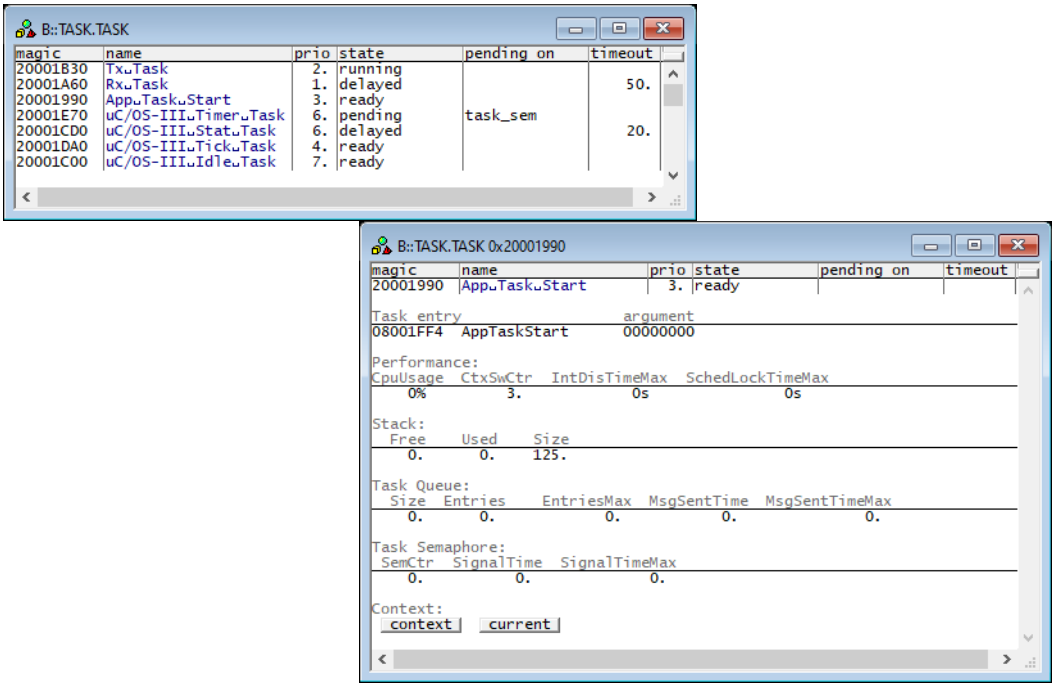
The field “magic” is mouse sensitive, double clicking on it opens an appropriate window. Right clicking on it will show a local menu.

TASK.Task Display tasks

Format: **TASK.Task** [<*task*>]

Displays the task table of µC/OS-III or detailed information about one specific task.

Without any arguments, a table with all created tasks will be shown.
Specify a task magic number to display detailed information on that task.



“magic” is a unique ID, used by the OS Awareness to identify a specific task (address of the TCB).

The field “magic” is mouse sensitive, double clicking on it opens an appropriate window. Right clicking on it will show a local menu.

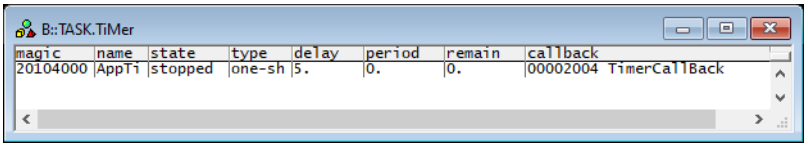
Pressing the “context” button changes the register context to this task. “current” resets it to the current context. See “**Task Context Display**”.

TASK.TiMeR — Display timers

Format: **TASK.TiMeR** [<*timer*>]

Displays the timer table of µC/OS-III or detailed information about one specific timer.

Without any arguments, a table with all created timers will be shown. Specify a timer magic number to display detailed information on that timer.



“magic” is a unique ID, used by the OS Awareness to identify a specific timer (address of the OS_TMR structure).

The fields “magic”, and “callback” are mouse sensitive, double clicking on them opens appropriate windows. Right clicking on them will show a local menu.

µC/OS-III PRACTICE Functions

There are special definitions for µC/OS-III specific PRACTICE functions.

TASK.CONFIG() OS Awareness configuration information

Syntax: **TASK.CONFIG(magic | magicsize | tcb)**

Parameter and Description:

magic	**Parameter Type**: String (***without*** quotation marks). Returns the magic address, which is the location that contains the currently running task (i.e. its task magic number).
magicsize	**Parameter Type**: String (***without*** quotation marks). Returns the size of the task magic number (1, 2 or 4).
tcb	**Parameter Type**: String (***without*** quotation marks). Returns the name of the TCB structure.

Return Value Type: Hex value.

TASK.STRUCT() OS structure names

Syntax: **TASK.STRUCT(***<item>***)**

Reports OS structure names.

Parameter Type: String (***without*** quotation marks).

Return Value Type: String.