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Release Notes

Errata and known deficiencies

Type definitions with “typedef” do not need a storage class. Hence, if Compiler Abstraction is used for a typedef (e.g. for defining a pointer type), the memory qualifier AUTOMATIC has to be used in case no storage class can be determined.

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1 Introduction and functional overview

This document specifies macros for the abstraction of compiler specific keywords used for addressing data and code within declarations and definitions.

Mainly compilers for 16 bit platforms (e.g. Cosmic and Metrowerks for S12X or Tasking for ST10) are using special keywords to cope with properties of the microcontroller architecture caused by the limited 16 bit addressing range. Features like paging and extended addressing (to reach memory beyond the 64k border) are not chosen automatically by the compiler, if the memory model is not adjusted to 'large' or 'huge'. The location of data and code has to be selected explicitly by special keywords. Those keywords, if directly used within the source code, would make it necessary to port the software to each new microcontroller family and would prohibit the requirement of platform independency of source code.

If the memory model is switched to 'large' or 'huge' by default (to circumvent these problems) the project will suffer from an increased code size.

This document specifies a three-step concept:

1. The file `Compiler.h` provides macros for the encapsulation of definitions and declarations.
2. Each single module has to distinguish between at least the following different memory classes and pointer classes. Each of these classes is represented by a define (e.g. `EEP_CODE`).
3. The file `Compiler_Cfg.h` allows to configure these defines with the appropriate compiler specific keywords according to the modules description and memory set-up of the build scenario.

Environment

2 Acronyms and abbreviations

Acronyms and abbreviations that have a local scope are not contained in the AUTOSAR glossary. These must appear in a local glossary.

Acronym:	Description:
Large, huge	Memory model configuration of the microcontroller's compiler. By default, all access mechanisms are using extended/paged addressing. Some compilers are using the term 'huge' instead of 'far'.
Tiny, small	Memory model configuration of the microcontroller's compiler. By default, all access mechanisms are using normal addressing. Only data and code within the addressing range of the platform's architecture is reachable (e.g. 64k on a 16 bit architecture).
far	Compiler keyword for extended/paged addressing scheme (for data and code that may be outside the normal addressing scheme of the platform's architecture).
near	Compiler keyword for normal addressing scheme (for data and code that is within the addressing range of the platform's architecture).
C89	ANSI X3.159-1989 Programming Language C
C90	ISO/IEC 9899:1990
C99	ISO/IEC 9899:1999, 2nd edition, 1. December 1999
EmbeddedC	ISO/IEC DTR 18037, draft standard, 24. September 2003

3 Related documentation

3.1 Input documents

- [1] List of Basic Software Modules,
https://svn.autosar.org/repos/10Releases/AUTOSAR_BasicSoftwareModules.pdf
- [2] General Requirements on Basic Software Modules,
https://svn.autosar.org/repos/10Releases/AUTOSAR_SRS_General.pdf
- [3] Layered Software Architecture,
https://svn.autosar.org/repos/10Releases/AUTOSAR_LayeredSoftwareArchitecture.pdf
- [4] Specification of ECU Configuration,
https://svn.autosar.org/repos/10Releases/AUTOSAR_ECU_Configuration.pdf
- [5] Cosmic C Cross Compiler User's Guide for Motorola MC68HC12,V4.5
- [6] ARM ADS compiler manual
- [7] GreenHills MULTI for V850 V4.0.5:
Building Applications for Embedded V800, V4.0, 30.1.2004
- [8] TASKING for ST10 V8.5:
C166/ST10 v8.5 C Cross-Compiler User's Manual, V5.16
C166/ST10 v8.5 C Cross-Assembler, Linker/Locator, Utilities User's Manual, V5.16
- [9] Wind River (Diab Data) for PowerPC Version 5.2.1:
Wind River Compiler for Power PC - Getting Started, Edition 2, 8.5.2004
Wind River Compiler for Power PC - User's Guide, Edition 2, 11.5.2004
- [10] TASKING for TriCore TC1796 V2.0R1:
TriCore v2.0 C Cross-Compiler, Assembler, Linker User's Guide, V1.2
- [11] Metrowerks CodeWarrior 4.0 for Freescale HC9S12X/XGATE (V5.0.25):
Motorola HC12 Assembler, 2.6.2004
Motorola HC12 Compiler, 2.6.2004
Smart Linker, 2.4.2004

3.2 Related standards and norms

[12] ANSI X3.159-1989 Programming Language C

[13] ISO/IEC 9899:1990

[14] ISO/IEC 9899:1999, 2nd edition, 1. December 1999

[15] ISO/IEC DTR 18037, draft standard, 24. September 2003

4 Constraints and assumptions

4.1 Limitations

During specification of abstraction and validation of concept the compilers listed in chapter 3.1 have been considered. If any other compiler requires keywords that cannot be mapped to the mechanisms described in this specification this compiler will not be supported by AUTOSAR. In this case, the compiler vendor has to adapt its compiler.

The concepts described in this document do only apply to C compilers according the standard C90. C++ is not in scope of this version.

In contradiction to the C-standard, some extensions are required:

- keywords for interrupt declaration
- keywords for hardware specific memory modifier
- uninitialized variables

If the physically existing memory is larger than the logically addressable memory in either code space or data space and more than the logically addressable space is used, logical addresses have to be reused. The C language (and other languages as well) can not cope with this situation.

4.2 Applicability to car domains

No restrictions.

4.3 Applicability to safety related environments

No restrictions. The compiler abstraction file does not implement any functionality, only symbols and macros.

5 Dependencies to other modules

COMPILER048: The SWS Compiler Abstraction is applicable for each AUTOSAR software module. Therefore the implementation of the of memory class (memclass) and pointer class (ptrclass) macro parameters (see [COMPILER040](#)) shall fulfill the implementation and configuration specific needs of each software module in a specific build scenario.

5.1 Code file structure

Not applicable

5.2 Header file structure

COMPILER052: Include structure of the compiler specific language extension header:

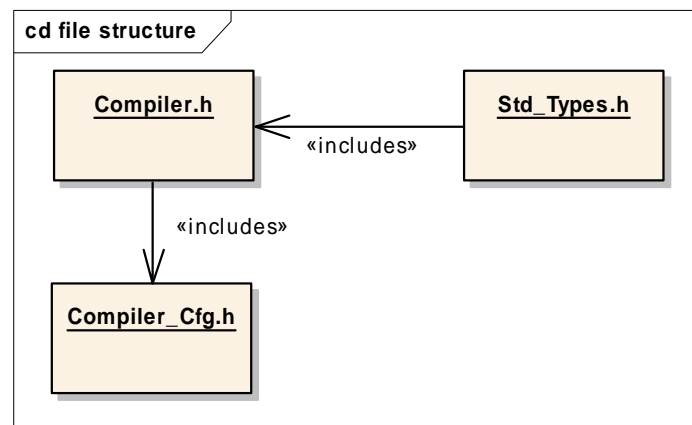


Figure 1: Include structure of Compiler.h

5.3 Connections to other modules

The following shall describe the connections to modules, which are indirectly linked to each other.

5.3.1 Compiler Abstraction

As described in this document, the compiler abstraction is used to configure the reachability of elements (pointers, variables, function etc.)

5.3.2 Memory Mapping

This module is used to do the sectioning of memory. The user can define sections for optimizing the source code.

5.3.3 Linker-Settings

The classification which elements are assigned to which memory section can be done by linker-settings.

6 Requirements traceability

Document: AUTOSAR requirements on Basic Software, general

Requirement	Satisfied by
[BSW003] Version identification	COMPILER043
[BSW00300] Module naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00301] Limit imported information	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00302] Limit exported information	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00304] AUTOSAR integer data types	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00305] Self-defined data types naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00306] Avoid direct use of compiler and platform specific keywords	supported by: COMPILER001 , COMPILER006 , COMPILER010 , COMPILER012 , COMPILER013 , COMPILER015 , COMPILER023 , COMPILER026 , COMPILER031 , COMPILER032 , COMPILER033 , COMPILER035 , COMPILER036 , COMPILER039 , COMPILER044 , COMPILER046
[BSW00307] Global variables naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00308] Definition of global data	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00309] Global data with read-only constraint	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00310] API naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00312] Shared code shall be reentrant	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00314] Separation of interrupt frames and service routines	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00318] Format of module version numbers	COMPILER043
[BSW00321] Enumeration of module version numbers	COMPILER043
[BSW00323] API parameter checking	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00324] Do not use HIS I/O Library	Not applicable (non-functional requirement)
[BSW00325] Runtime of interrupt service routines	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00326] Transition from ISRs to OS tasks	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00327] Error values naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00328] Avoid duplication of code	supported by: COMPILER048
[BSW00329] Avoidance of generic interfaces	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00330] Usage of macros / inline functions instead of functions	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00331] Separation of error and status values	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00333] Documentation of callback function context	Not applicable (Compiler Abstraction is not a BSW module)

Requirement	Satisfied by
[BSW00334] Provision of XML file	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00335] Status values naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00336] Shutdown interface	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00337] Classification of errors	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00338] Detection and Reporting of development errors	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00339] Reporting of production relevant error status	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00341] Microcontroller compatibility documentation	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00342] Usage of source code and object code	Not applicable (non-functional requirement)
[BSW00343] Specification and configuration of time	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00344] Reference to link-time configuration	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00345] Pre-compile-time configuration	Chapter 11.2.1
[BSW00346] Basic set of module files	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00347] Naming separation of different instances of BSW drivers	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00348] Standard type header	COMPILER003 , COMPILER004 , COMPILER052
[BSW00350] Development error detection keyword	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00353] Platform specific type header	Not applicable (Compiler Abstraction is the C-language extension header)
[BSW00355] Do not redefine AUTOSAR integer data types	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00357] Standard API return type	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00358] Return type of init() functions	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00359] Return type of callback functions	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00360] Parameters of callback functions	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00361] Compiler specific language extension header	COMPILER003 , COMPILER004
[BSW00369] Do not return development error codes via API	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00370] Separation of callback interface from API	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00371] Do not pass function pointers via API	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00373] Main processing function naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00374] Module vendor identification	COMPILER043
[BSW00375] Notification of wake-up reason	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00376] Return type and parameters of main processing functions	Not applicable (Compiler Abstraction is not a BSW module)

Requirement	Satisfied by
[BSW00377] Module specific API return types	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00378] AUTOSAR boolean type	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00379] Module identification	COMPILER043
[BSW00380] Separate C-Files for configuration parameters [approved]	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00381] Separate configuration header file for pre-compile time parameters	COMPILER052
[BSW00383] List dependencies of configuration files	Figure 1: Include structure of Compiler.h
[BSW00384] List dependencies to other modules	COMPILER048
[BSW00385] List possible error notifications	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00386] Configuration for detecting an error	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00387] Specify the configuration class of callback function	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00388] Introduce containers	Chapter 11.2
[BSW00389] Containers shall have names	COMPILER044
[BSW00390] Parameter content shall be unique within the module	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00391] Parameter shall have unique names	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00392] Parameters shall have a type	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00393] Parameters shall have a range	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00394] Specify the scope of the parameters	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00395] List the required parameters (per parameter)	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00396] Configuration classes	COMPILER044
[BSW00397] Pre-compile-time parameters	COMPILER044
[BSW00398] Link-time parameters	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00399] Loadable Post-build time parameters	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW004] Version check	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00400] Selectable Post-build time parameters	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00401] Documentation of multiple instances of configuration parameters	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00402] Published information	COMPILER043
[BSW00404] Reference to post build time configuration	Not applicable (Compiler Abstraction is specific per build scenario)

Requirement	Satisfied by
[BSW00405] Reference to multiple configuration sets	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00406] Check module initialization	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00407] Function to read out published parameters	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00408] Configuration parameter naming convention	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00409] Header files for production code error IDs	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00410] Compiler switches shall have defined values	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00411] Get version info keyword	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00412] Separate H-File for configuration parameters	COMPILER052
[BSW00413] Accessing instances of BSW modules	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00414] Parameter of init function	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00415] User dependent include files	Not applicable (non-functional requirement)
[BSW00416] Sequence of Initialization	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00417] Reporting of Error Events by Non-Basic Software	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00419] Separate C-Files for pre-compile time configuration parameters	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW00420] Production relevant error event rate detection	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00421] Reporting of production relevant error events	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00422] Debouncing of production relevant error status	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00423] Usage of SW-C template to describe BSW modules with AUTOSAR Interfaces	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00424] BSW main processing function task allocation	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00425] Trigger conditions for schedulable objects	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00426] Exclusive areas in BSW modules	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00427] ISR description for BSW modules	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00428] Execution order dependencies of main processing functions	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00429] Restricted BSW OS functionality access	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00431] The BSW Scheduler module implements task bodies	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00432] Modules should have separate main processing functions for read/receive and write/transmit data path	Not applicable (Compiler Abstraction is not a BSW module)
[BSW00433] Calling of main processing functions	Not applicable (Compiler Abstraction is not a BSW module)

Requirement	Satisfied by
[BSW00434] The Schedule Module shall provide an API for exclusive areas	Not applicable (Compiler Abstraction is not a BSW module)
[BSW005] No hard coded horizontal interfaces within MCAL	Not applicable (non-functional requirement)
[BSW006] Platform independency	supported by: COMPILER001 , COMPILER006 , COMPILER010 , COMPILER012 , COMPILER013 , COMPILER015 , COMPILER023 , COMPILER026 , COMPILER031 , COMPILER032 , COMPILER033 , COMPILER035 , COMPILER036 , COMPILER039 , COMPILER044 , COMPILER046
[BSW007] HIS MISRA C	Not applicable (Compiler Abstraction is the C-language extension header)
[BSW009] Module User Documentation	Not applicable (Compiler Abstraction is not a BSW module)
[BSW010] Memory resource documentation	Not applicable (Compiler Abstraction is not a BSW module)
[BSW101] Initialization interface	Not applicable (Compiler Abstraction is not a BSW module)
[BSW158] Separation of configuration from implementation	Not applicable (Compiler Abstraction is not a BSW module)
[BSW159] Tool-based configuration	Chapter 11.2.2
[BSW160] Human-readable configuration data	COMPILER044
[BSW161] Microcontroller abstraction	Not applicable (non-functional requirement)
[BSW162] ECU layout abstraction	Not applicable (non-functional requirement)
[BSW164] Implementation of interrupt service routines	Not applicable (non-functional requirement)
[BSW167] Static configuration checking	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW168] Diagnostic Interface of SW components	Not applicable (Compiler Abstraction is not a BSW module)
[BSW170] Data for reconfiguration of AUTOSAR SW-Components	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW171] Configurability of optional functionality	Not applicable (Compiler Abstraction is specific per build scenario)
[BSW172] Compatibility and documentation of scheduling strategy	Not applicable (Compiler Abstraction is not a BSW module)

7 Analysis

This chapter does not contain requirements. It just gives an overview of used keywords and their syntax within different compilers. This analysis is required for a correct and complete specification of methods and keywords and as rationale for those people who doubt the necessity of a compiler abstraction in AUTOSAR.

7.1 Keywords for functions

On platforms with memory exceeding the addressable range of the architecture (e.g. S12X with 512k of Flash) the compiler needs to know if a called function is reachable within normal addressing commands ('near') or extended/paged addressing commands ('far').

Compiler analysis for near functions:

Compiler	Required syntax
Cosmic, S12X	<code>@near void MyNearFunction(void);</code> Call of a near function results in a local page call or to a call into direct page. Dependent of compiler settings the compiler controls only the calling convention or allocation and calling convention.
Metrowerks, S12X	<code>void __near MyNearFunction(void);</code> Call of a near function results in a local page call or to a call into direct page.
IAR, HCS12 C/C++	<code>void __non_banked MyNearFunction (void);</code>
Tasking, ST10	<code>void _near MyNearFunction (void);</code> <code>_near void MyNearFunction (void);</code> Call of a near function results in a local segment code access (relevant in large model).
Tasking, TC1796	<code>void MyNearFunction (void);</code> (No keywords required)
Greenhills, V850	<code>void MyNearFunction (void);</code> (No keywords required)
ADS, ST30	<code>void MyNearFunction (void);</code> (No keywords required)
DIABDATA, MPC5554	<code>void MyNearFunction (void);</code> (No keywords required)

Compiler analysis for far functions:

Compiler	Required syntax
Cosmic, S12X	@far void MyFarFunction(void); Dependent of compiler settings the compiler controls only the calling convention or allocation and calling convention.
Metrowerks, S12X	void __far MyFarFunction(void);
IAR, HCS12 C/C++	void __banked MyFarFunction (void);
Tasking, ST10	void _huge MyFarFunction (void); _huge void MyFarFunction (void);
Tasking, TC1796	void MyFarFunction (void); (No keywords required)
Greenhills, V850	void MyFarFunction (void); (No keywords required)
ADS, ST30	void MyFarFunction (void); (No keywords required)
DIABDATA, MPC5554	void MyFarFunction (void); (No keywords required)

7.2 Keywords for pointers

On platforms with memory exceeding the addressable range of the architecture (e.g. S12X with 512k of Flash) the compiler needs to know if data referenced by a pointer is accessible by normal addressing commands ('near') or extended/paged addressing commands ('far').

Compiler analysis for near pointers pointing to variable_data in RAM (use case: pointer to data buffer where data has to be copied to):

Compiler	Required syntax
Cosmic, S12X	@near uint8* MyNearPointer;
Metrowerks, S12X	uint8* __near MyNearPointer;
IAR, HCS12 C/C++	uint8* __data16 MyNearPointer;
Tasking, ST10	_near uint8* MyNearPointer;
Tasking, TC1796	uint8* MyNearPointer; (No keywords required)
Greenhills, V850	uint8* MyNearPointer (No keywords required)
ADS, ST30	uint8* MyNearPointer (No keywords required)
DIABDATA, MPC5554	uint8* MyNearPointer (No keywords required)

Compiler analysis for far pointers pointing to variable data in RAM:

Compiler	Required syntax
Cosmic, S12X	@far uint8* MyFarPointer;
Metrowerks, S12X	uint8* __far MyFarPointer;
IAR, HCS12 C/C++	(Information not available yet)
Tasking, ST10	_far uint8* MyFarPointer; /*14 bit arithmetic*/ _huge uint8* MyFarPointer; /*24 bit arithmetic*/ _shuge uint8* MyFarPointer; /*16 bit arithmetic*/ /* My personal note: CRAZY */
Tasking, TC1796	uint8* MyFarPointer; (No keywords required)
Greenhills, V850	uint8* MyFarPointer (No keywords required)
ADS, ST30	uint8* MyFarPointer (No keywords required)
DIABDATA, MPC5554	uint8* MyFarPointer (No keywords required)

Compiler analysis for near pointers pointing to constant data in RAM (use case pointer to data buffer where data has to be read from):

Compiler	Required syntax
Cosmic, S12X	@near uint8* MyNearPointer; (Results in access of direct memory area)
Metrowerks, S12X	const uint8* __near MyNearPointer; (Results in access of direct memory area)
IAR, HCS12 C/C++	const uint8* MyNearPointer; (Results in access of direct memory area)
Tasking, ST10	const _near uint8* MyNearPointer;
Tasking, TC1796	const _near uint8* MyNearPointer;
Greenhills, V850	const uint8* MyNearPointer (No additional keywords required)
ADS, ST30	const uint8* MyNearPointer (No additional keywords required)
DIABDATA, MPC5554	const uint8* MyNearPointer (No additional keywords required)

Compiler analysis for far pointers pointing to constant data in RAM:

Compiler	Required syntax
Cosmic, S12X	@far uint8* MyFarPointer;
Metrowerks, S12X	const uint8* __far MyFarPointer;
IAR, HCS12 C/C++	(Information not available yet)
Tasking, ST10	const _far uint8* MyFarPointer;
Tasking, TC1796	uint8* MyFarPointer; (No keywords required)
Greenhills, V850	const uint8* MyFarPointer (No additional keywords required)
ADS, ST30	const uint8* MyFarPointer (No additional keywords required)
DIABDATA, MPC5554	const uint8* MyFarPointer (No additional keywords required)

Compiler analysis for near pointers pointing to data in ROM (use case pointer to display data in ROM passed to SPI Driver):

Compiler	Required syntax
Cosmic, S12X	<code>const uint8* MyNearPointer;</code> (Without near keyword because this is by default near!)
Metrowerks, S12X	<code>const uint8* __near MyNearPointer;</code>
IAR, HCS12 C/C++	<code>const uint8* MyNearPointer;</code> (Without near keyword because this is by default near!)
Tasking, ST10	<code>const _near uint8* MyNearPointer;</code>
Tasking, TC1796	<code>const uint8* MyNearPointer;</code> (No keywords required)
Greenhills, V850	<code>const uint8* MyNearPointer</code> (No additional keywords required)
ADS, ST30	<code>const uint8* MyNearPointer</code> (No additional keywords required)
DIABDATA, MPC5554	<code>const uint8* MyNearPointer</code> (No additional keywords required)

Compiler analysis for far pointers pointing to constant data in ROM:

Compiler	Required syntax
Cosmic, S12X	not possible
Metrowerks, S12X	<code>const uint8* __far MyFarPointer;</code>
IAR, HCS12 C/C++	Access function and the banked constant data are located in the same bank: <code>const uint8* MyFarPointer;</code> but caller shall use the <code>__address_24_of</code> macro Access function is located in non-banked memory: PPAGE register has to be handled manually Access function and the banked constant data are located in different banks: Not possible
Tasking, ST10	<code>const _far uint8* MyFarPointer;</code>
Tasking, TC1796	<code>const uint8* MyFarPointer;</code> (No keywords required)
Greenhills, V850	<code>const uint8* MyFarPointer</code> (No additional keywords required)
ADS, ST30	<code>const uint8* MyFarPointer</code> (No additional keywords required)
DIABDATA, MPC5554	<code>const uint8* MyFarPointer</code> (No additional keywords required)

The HW architecture of the S12X supports different paging mechanisms with different limitations e.g. supported instruction set or pointer distance. Therefore the IAR, HCS12 C/C++ and the Cosmic, S12X compilers are limited in the usage of generic pointers applicable for the whole memory area because of the expected code overhead.

Conclusion: These vendors should adapt their compilers, because a generic SW architecture as described by AUTOSAR cannot be adjusted in every case to the platform specific optimal solution.

Compiler analysis for function pointers:

Compiler	Required syntax
Cosmic, S12X	@near void (* const Irq_InterruptVectorTable[])(void) Call of a near function results in an interpage call or to a call into direct page:
Metrowerks, S12X	void (*const __near Irq_InterruptVectorTable[])(void) Call of a near function results in an interpage call or to a call into direct page: Near functions and far functions are not compatible because of other ret-statements:
IAR, HCS12 C/C++	__non_banked void (* const Irq_InterruptVectorTable[])(void) Casting from __non_banked to __banked is performed through zero extension: Casting from __banked to __non_banked is an illegal operation.
Tasking, ST10	_far void (*NvM_AsyncCbkJPtrType) (NvM_ModuleIdType ModuleId, NvM_ServiceIdType ServiceId) Call of a near function results in a local segment code access (relevant in large model):
Tasking, TC1796	void (*NvM_AsyncCbkJPtrType) (NvM_ModuleIdType ModuleId, NvM_ServiceIdType ServiceId) (No additional keywords required)
Greenhills, V850	void (*NvM_AsyncCbkJPtrType) (NvM_ModuleIdType ModuleId, NvM_ServiceIdType ServiceId) (No additional keywords required)
ADS, ST30	void (*NvM_AsyncCbkJPtrType) (NvM_ModuleIdType ModuleId, NvM_ServiceIdType ServiceId) (No additional keywords required)
DIABDATA, MPC5554	void (*NvM_AsyncCbkJPtrType) (NvM_ModuleIdType ModuleId, NvM_ServiceIdType ServiceId) (No additional keywords required)

8 Functional specification

8.1 General issues

COMPILER003: For each compiler and platform an own compiler abstraction has to be provided.

8.2 Contents of Compiler.h

COMPILER004: The file name of the compiler abstraction shall be 'Compiler.h'.

COMPILER053: The file Compiler.h shall contain the definitions and macros specified in chapter 9. Those are fix for one specific compiler and platform.

COMPILER005: If a compiler does not require or support the usage of special keywords; the corresponding macros specified by this specification shall be provided as empty definitions or definitions without effect.

Example:

```
#define FUNC(type, memclass) type
/* not required for DIABDATA */
```

COMPILER010: The compiler abstraction shall define a symbol for the target compiler according to the following naming convention:

`<COMPILERNAME>_C_<PLATFORMNAME>_`

Note: These defines can be used to switch between different implementations for different compilers, e.g.

- inline assembler fragments in drivers
- special pragmas for memory alignment control
- localization of function calls
- adaptations to memory models

List of symbols: see [COMPILER012](#)

COMPILER030: "Compiler.h" shall provide information of the supported compiler vendor and the applicable compiler version.

COMPILER035: The macro parameters memclass and ptrclass shall not be filled with the compiler specific keywords but with one of the configured values in [COMPILER040](#). The rationale is that the module's implementation shall not be affected when changing a variable's, a pointer's or a function's storage class.

COMPILER036: C forbids the use of the far/near-keywords on function local variables (auto-variables). For this reason when using the macros below to allocate a pointer on stack, the memclass-parameter shall be set to AUTOMATIC.

COMPILER047: The Compiler.h header file shall protect itself against multiple inclusions.

For instance:

```
#ifndef COMPILER_H
#define COMPILER_H
/* implementation of Compiler.h */
...
#endif /* COMPILER_H */
```

There may be only comments outside of the ifndef - endif bracket.

COMPILER050: It is allowed to extend the Compiler Abstraction header with vendor specific extensions. Vendor specific extended elements shall contain the AUTOSAR Vendor ID in the name.

8.3 Contents of Compiler_Cfg.h

COMPILER055: The file Compiler_Cfg.h shall contain the module specific parameters ([ptrclass](#) and [memclass](#)) that are passed to the macros defined in Compiler.h. See [COMPILER040](#) for memory types and required syntax.

COMPILER054: Module specific extended elements shall contain the short name of BSW module list in the name.

9 API specification

9.1 Definitions

9.1.1 memory class AUTOMATIC

Define:	AUTOMATIC
Range:	"empty" --
Description:	COMPILER046: The memory class AUTOMATIC shall be provided as empty definition, used for the declaration of local pointers.
Caveats:	COMPILER040

9.1.2 _STATIC_

Define:	_STATIC_
Range:	static / "empty" --
Description:	COMPILER049: The compiler abstraction shall provide the _STATIC_ define for abstraction of compiler keyword static.
Caveats:	--

9.1.3 NULL_PTR

Define:	NULL_PTR
Range:	void pointer <code>((void *)0)</code>
Description:	COMPILER051: The compiler abstraction shall provide the NULL_PTR define with a void pointer to zero definition.
Caveats:	--

9.1.4 _INLINE_

Define:	_INLINE_
Range:	inline --
Description:	COMPILER057: The compiler abstraction shall provide the _INLINE_ define for abstraction of the keyword inline.
Caveats:	--

9.2 Macros for functions

9.2.1 FUNC

Macro name:	FUNC				
Syntax:	<code>#define FUNC(rettype, memclass)</code>				
Parameters (in):	<table border="0"> <tr> <td><code>rettype</code></td> <td>return type of the function</td> </tr> <tr> <td><code>memclass</code></td> <td>classification of the function itself</td> </tr> </table>	<code>rettype</code>	return type of the function	<code>memclass</code>	classification of the function itself
<code>rettype</code>	return type of the function				
<code>memclass</code>	classification of the function itself				
Parameters (out):	none --				
Return value:	none --				
Description:	<p>COMPILER001: The compiler abstraction shall define the FUNC macro for the declaration and definition of functions, that ensures correct syntax of function declarations as required by a specific compiler.</p> <p>COMPILER058: In the parameter list of this macro no further Compiler Abstraction macros shall be nested. Instead use a previously defined type as return type. Example:</p> <pre>typedef P2VAR(uint8, AUTOMATIC, _near) NearDataType; FUNC(NearDataType, _far) FarFuncReturnsNearPtr(void);</pre>				
Caveats:	--				
Configuration:	--				

Example (Cosmic, S12X):

```
#define FUNC(rettype, memclass) memclass rettype
```

Required usage for function declaration and definition:

```
FUNC(void, @near) ExampleFunction (void);
```

9.3 Macros for pointers

9.3.1 P2VAR

Macro name:	P2VAR						
Syntax:	<code>#define P2VAR(ptrtype, memclass, ptrclass)</code>						
Parameters (in):	<table border="0"> <tr> <td><code>ptrtype</code></td> <td>type of the referenced variable</td> </tr> <tr> <td><code>memclass</code></td> <td>classification of the pointer's variable itself</td> </tr> <tr> <td><code>ptrclass</code></td> <td>defines the classification of the pointer's distance</td> </tr> </table>	<code>ptrtype</code>	type of the referenced variable	<code>memclass</code>	classification of the pointer's variable itself	<code>ptrclass</code>	defines the classification of the pointer's distance
<code>ptrtype</code>	type of the referenced variable						
<code>memclass</code>	classification of the pointer's variable itself						
<code>ptrclass</code>	defines the classification of the pointer's distance						
Parameters (out):	none --						
Return value:	none --						
Description:	<p>COMPILER006: The compiler abstraction shall define the P2VAR macro for the declaration and definition of pointers in RAM, pointing to variables.</p> <p>The pointer itself is modifiable (e.g. ExamplePtr++). The pointer's target is modifiable (e.g. *ExamplePtr = 5).</p>						
Caveats:	--						
Configuration:	--						

Example (Metrowerks, S12X):

```
#define P2VAR(ptrtype, memclass, ptrclass) \
    ptrclass ptrtype * memclass
```

Required usage for pointer declaration and definition:

```
#define SPI_APPL_DATA @far
#define SPI_VAR_FAST @near
```

```
P2VAR(uint8, SPI_VAR_FAST, SPI_APPL_DATA) Spi_FastPointerToApplData;
```

9.3.2 P2CONST

Macro name:	P2CONST
Syntax:	#define P2CONST(ptrtype, memclass, ptrclass)
Parameters (in):	ptrtype type of the referenced constant memclass classification of the pointer's variable itself ptrclass defines the classification of the pointer's distance
Parameters (out):	none --
Return value:	none --
Description:	COMPILER013: The compiler abstraction shall define the P2CONST macro for the declaration and definition of pointers in RAM pointing to constants The pointer itself is modifiable (e.g. ExamplePtr++). The pointer's target is not modifiable (read only).
Caveats:	--
Configuration:	--

Example (Metrowerks, S12X):

```
#define P2CONST(ptrtype, memclass, ptrclass) \
    const ptrtype memclass * ptrclass
```

Example (Cosmic, S12X):

```
#define P2CONST(ptrtype, memclass, ptrclass) \
    const ptrtype ptrclass * memclass
```

Example (Tasking, ST10):

```
#define P2CONST(ptrtype, memclass, ptrclass) \
    const ptrclass ptrtype * memclass
```

Required usage for pointer declaration and definition:

```
#define EEP_APPL_CONST @far
#define EEP_VAR @near
```

```
P2CONST(Eep_ConfigType, EEP_VAR, EEP_APPL_CONST) Eep_ConfigurationPtr;
```

9.3.3 CONSTP2VAR

Macro name:	CONSTP2VAR						
Syntax:	<code>#define CONSTP2VAR (ptrtype, memclass, ptrclass)</code>						
Parameters (in):	<table border="0"> <tr> <td><code>ptrtype</code></td> <td>type of the referenced variable</td> </tr> <tr> <td><code>memclass</code></td> <td>classification of the pointer's constant itself</td> </tr> <tr> <td><code>ptrclass</code></td> <td>defines the classification of the pointer's distance</td> </tr> </table>	<code>ptrtype</code>	type of the referenced variable	<code>memclass</code>	classification of the pointer's constant itself	<code>ptrclass</code>	defines the classification of the pointer's distance
<code>ptrtype</code>	type of the referenced variable						
<code>memclass</code>	classification of the pointer's constant itself						
<code>ptrclass</code>	defines the classification of the pointer's distance						
Parameters (out):	none --						
Return value:	none --						
Description:	<p>COMPILER031: The compiler abstraction shall define the CONSTP2VAR macro for the declaration and definition of constant pointers accessing variables.</p> <p>The pointer itself is not modifiable (fix address). The pointer's target is modifiable (e.g. <code>*ExamplePtr = 18</code>).</p>						
Caveats:	--						
Configuration:	--						

Example (Tasking, ST10):

```
#define CONSTP2VAR (ptrtype, memclass, ptrclass) \
    ptrclass ptrtype * const memclass
```

Required usage for pointer declaration and definition:

```
/* constant pointer to application data */
CONSTP2VAR (uint8, NVM_VAR, NVM_APPL_DATA)
NvM_PointerToRamMirror = Appl_RamMirror;
```

9.3.4 CONSTP2CONST

Macro name:	CONSTP2CONST						
Syntax:	<code>#define CONSTP2CONST(ptrtype, memclass, ptrclass)</code>						
Parameters (in):	<table border="0"> <tr> <td><code>ptrtype</code></td> <td>type of the referenced constant</td> </tr> <tr> <td><code>memclass</code></td> <td>classification of the pointer's constant itself</td> </tr> <tr> <td><code>ptrclass</code></td> <td>defines the classification of the pointer's distance</td> </tr> </table>	<code>ptrtype</code>	type of the referenced constant	<code>memclass</code>	classification of the pointer's constant itself	<code>ptrclass</code>	defines the classification of the pointer's distance
<code>ptrtype</code>	type of the referenced constant						
<code>memclass</code>	classification of the pointer's constant itself						
<code>ptrclass</code>	defines the classification of the pointer's distance						
Parameters (out):	none --						
Return value:	none --						
Description:	<p>COMPILER032: The compiler abstraction shall define the CONSTP2CONST macro for the declaration and definition of constant pointers accessing constants.</p> <p>The pointer itself is not modifiable (fix address). The pointer's target is not modifiable (read only).</p>						
Caveats:	--						
Configuration:	--						

Example (Tasking, ST10):

```
#define CONSTP2CONST (ptrtype, memclass, ptrclass) \
    const memclass ptrtype * const ptrclass
```

Required usage for pointer declaration and definition:

```
#define CAN_PBCFG_CONST @gpage
#define CAN_CONST      @near

/* constant pointer to the constant postbuild configuration
data */
CONSTP2CONST (Can_PBCfgType, CAN_CONST, CAN_PBCFG_CONST)
Can_PostbuildCfgData = CanPBCfgDataSet;
```

9.3.5 P2FUNC

Macro name:	P2FUNC	
Syntax:	#define P2FUNC(rettype, ptrclass, fctname)	
Parameters (in):	rettype	return type of the function
	ptrclass	defines the classification of the pointer's distance
	fctname	function name respectively name of the defined type
Parameters (out):	none	--
Return value:	none	--
Description:	COMPILER039: The compiler abstraction shall define the P2FUNC macro for the type definition of pointers to functions.	
Caveats:	--	
Configuration:	--	

Example (Metrowerks, S12X):

```
define P2FUNC(rettype, ptrclass, fctname)\
    rettype (*ptrclass fctname)
```

Example (Cosmic, S12X):

```
#define P2FUNC(rettype, ptrclass, fctname) \
    ptrclass rettype (*fctname)
```

Required usage for pointer type declaration:

```
#define EEP_APPL_CONST @far
#define EEP_VAR      @near

typedef P2FUNC (void, NVM_APPL_CODE, NvM_CbkFncPtrType) (void);
```

9.4 Keywords for constants

9.4.1 CONST

Macro name:	CONST
Syntax:	<code>#define CONST(consttype, memclass)</code>
Parameters (in):	consttype type of the constant memclass classification of the constant itself
Parameters (out):	none --
Return value:	none --
Description:	COMPILER023: The compiler abstraction shall define the CONST macro for the declaration and definition of constants.
Caveats:	--
Configuration:	--

Example (Cosmic, S12X):

```
#define CONST(type, memclass) memclass const type
```

Required usage for declaration and definition:

```
#define NVM_CONST @gpage
```

```
CONST(uint8, NVM_CONST) NvM_ConfigurationData;
```

9.5 Keywords for variables

9.5.1 VAR

Macro name:	VAR
Syntax:	<code>#define VAR(vartype, memclass)</code>
Parameters (in):	vartype type of the variable memclass classification of the variable itself
Parameters (out):	none --
Return value:	none --
Description:	COMPILER026: The compiler abstraction shall define the VAR macro for the declaration and definition of variables.
Caveats:	--
Configuration:	--

Example (Tasking, ST10):

```
#define VAR(type, memclass) memclass type
```

Required usage for declaration and definition:

```
#define NVM_FAST_VAR _near
```

```
VAR(uint8, NVM_FAST_VAR) NvM_VeryFrequentlyUsedState;
```

10 Sequence diagrams

Not applicable.

11 Configuration specification

In general, this chapter defines configuration parameters and their clustering into containers. In order to support the specification, Chapter 11.1 describes fundamentals. We intend to leave Chapter 11.1 in the specification to guarantee comprehension.

Chapter 11.2 specifies the structure (containers) and the parameters of this module.

Chapter 11.3 specifies published information of this module.

11.1 How to read this chapter

In addition to this section, it is highly recommended to read the documents:

- AUTOSAR Layered Software Architecture [3]
- AUTOSAR ECU Configuration Specification [4]. This document describes the AUTOSAR configuration methodology and the AUTOSAR configuration metamodel in detail.

The following is only a short survey of the topic and it will not replace the ECU Configuration Specification document.

11.1.1 Configuration and configuration parameters

Configuration parameters define the variability of the generic part(s) of an implementation of a module. This means that only generic or configurable module implementation can be adapted to the environment (software/hardware) in use during system and/or ECU configuration.

The configuration of parameters can be achieved at different times during the software process: before compile time, before link time or after build time. In the following, the term “*configuration class*” (of a parameter) shall be used in order to refer to a *specific configuration point in time*.

11.1.2 Variants

Variants describe sets of configuration parameters. E.g., variant 1: only pre-compile time configuration parameters; variant 2: mix of pre-compile- and post build time-configuration parameters. In one variant a parameter can only be of one configuration class.

Thus describe the possible configuration variants of this module. Each Variant must have a unique name which could be referenced to in later chapters. The maximum number of allowed variants is 3.

11.1.3 Containers

Containers structure the set of configuration parameters. This means:

- all configuration parameters are kept in containers
- (sub-) containers can reference (sub-) containers. It is possible to assign a multiplicity to these references. The multiplicity then defines the possible number of instances of the contained parameters

11.2 Containers and configuration parameters

The following chapters summarize all configuration parameters. The detailed meanings of the parameters describe Chapters 8 and Chapter 9.

11.2.1 Variants

Variant PC (**P**re **C**ompile): This is the only variant because all configuration parameters are pre-compile time parameters which influence the compilation process.

Each of the different memory classes (memclass) and pointer classes (ptrclass) is represented by a define.

11.2.2 Module Configuration (Memory and pointer classes)

SWS Item	COMPILER044
Container Name	<MSN>_MemoryAndPointerClasses
Description	<p>This container contains the memory and pointer class parameters of a single module. For each module this container has to be provided.</p> <p>The number of different pointer and memory classes per module depends on the different types of variables, constants and pointers used by the module. It is allowed to extend the classes by module specific classes.</p> <p>The scope of all parameters is ECU because many parameters depend on the parameters of other modules. Examples for this are given in the Annex (starting on page 39).</p> <p>MSN means Module Short Name.</p>
Configuration Parameters	

Name	<MSN>_CODE		
Description	Configurable memory class for code.		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7 e.g. @near, _far		
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_VAR_NOINIT		
Description	Configurable memory class for all global or static variables that are never initialized.		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7 e.g. @near, _far		
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_VAR_POWER_ON_INIT		
Description	Configurable memory class for all global or static variables that are initialized only after power on reset.		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7		e.g. @near, _far
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_VAR_FAST		
Description	Configurable memory class for all global or static variables that have at least one of the following properties: <ul style="list-style-type: none"> • accessed bitwise • frequently used • high number of accesses in source code 		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7		e.g. @near
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_VAR		
Description	Configurable memory class for all global or static variables that are initialized after every reset.		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7		e.g. @near
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_CONST		
Description	Configurable memory class for global or static constants.		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7		
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_APPL_DATA		
Description	Configurable memory class for pointers to application data (expected to be in RAM or ROM) passed via API.		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7		
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_APPL_CONST		
Description	Configurable memory class for pointers to application constants (expected to be certainly in ROM, for instance pointer of Init-function) passed via API.		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7		
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Name	<MSN>_APPL_CODE		
Description	Configurable memory class for pointers to application functions (e.g. call back function pointers).		
Type	#define		
Unit	Compiler specific, refer to chapter 7		
Range	Compiler specific, refer to chapter 7		
Configuration Class	Pre-compile	x	Variant PC
	Link time	--	--
	Post Build	--	--
Scope	ECU		
Dependency	MemMap.h		

Included Containers		
Container Name	Multiplicity	Scope / Dependency
None	--	--

COMPILER042: The file Compiler.h is specific for each build scenario. Therefore there is no standardized configuration interface specified.

11.3 Published Information

Published information contains data defined by the implementer of the SW module that does not change when the module is adapted (i.e. configured) to the actual HW/SW environment. It thus contains version and manufacturer information.

SWS Item		COMPILER043
Information elements		
Information element name	Type / Range	Information element description
COMPILER_VENDOR_ID	-- / 0..65535	Vendor ID of the dedicated implementation of this module according to the AUTOSAR vendor list
COMPILER_AR_MAJOR_VERSION	-- / 0..255	Major version number of AUTOSAR specification on which the appropriate implementation is based on.
COMPILER_AR_MINOR_VERSION	-- / 0..255	Minor version number of AUTOSAR specification on which the appropriate implementation is based on.
COMPILER_AR_PATCH_VERSION	-- / 0..255	Patch level version number of AUTOSAR specification on which the appropriate implementation is based on.
COMPILER_SW_MAJOR_VERSION	-- / 0..255	Major version number of the vendor specific implementation of the module. The numbering is vendor specific.
COMPILER_SW_MINOR_VERSION	-- / 0..255	Minor version number of the vendor specific implementation of the module. The numbering is vendor specific.
COMPILER_SW_PATCH_VERSION	-- / 0..255	Patch level version number of the vendor specific implementation of the module. The numbering is vendor specific.

12 Changes to Release 1

No changes, the Specification of Compiler Abstraction is initially released with AUTOSAR release 2.

13 Annex

13.1 List of Compiler symbols

COMPILER012: The following table defines target compiler symbols according to [COMPILER010](#). For each compiler supported by AUTOSAR a symbol has to be defined.

<i>Platform</i>	<i>Compiler</i>	<i>Compiler symbol</i>
S12X	Code Warrior	<code>_CODEWARRIOR_C_S12X_</code>
S12X	Cosmic	<code>_COSMIC_C_S12X_</code>
TC1796	Tasking	<code>_TASKING_C_TC1796_</code>
TC1766	Tasking	<code>_TASKING_C_TC1766_</code>
ST10	Tasking	<code>_TASKING_C_ST10_</code>
ST30	ARM Developer Suite	<code>_ADS_C_ST30_</code>
V850	Greenhills	<code>_GREENHILLS_C_V850_</code>
MPC5554	Diab Data	<code>_DIABDATA_C_MPC5554_</code>

13.2 Requirements on implementations using compiler abstraction

COMPILER040: Each AUTOSAR software module shall support the distinction of at least the following different memory classes and pointer classes.

It is allowed to add module specific memory classes and pointer classes as they are mapped and thus are configurable within the `Compiler_Cfg.h` file. The shortcut 'MSN' means 'module short name of BSW module list', e.g. 'EEP' or 'CAN'.

<i>Memory type</i>	<i>Syntax of memory class (memclass) and pointer class (ptrclass) macro parameter</i>	<i>Comments</i>	<i>Located in</i>
Code	<code><MSN>_CODE</code>	To be used for code.	Compiler_Cfg.h
Constants	<code><MSN>_CONST</code>	To be used for global or static constants	
Pointer	<code><MSN>_APPL_DATA</code>	To be used for references on application data (expected to be in RAM or ROM) passed via API	
Pointer	<code><MSN>_APPL_CONST</code>	To be used for references on application constants (expected to be certainly in ROM, for instance pointer of Init-function) passed via API	
Pointer	<code><MSN>_APPL_CODE</code>	To be used for references on application functions. (e.g. call back function pointers)	
Variables	<code><MSN>_VAR_NOINIT</code>	To be used for all global or static variables that are never initialized	
Variables	<code><MSN>_VAR_POWER_ON_INIT</code>	To be used for all global or static variables that are initialized only after power on reset	

Memory type	Syntax of memory class (memclass) and pointer class (ptrclass) macro parameter	Comments	Located in
Variables	<code><MSN>_VAR_FAST</code>	To be used for all global or static variables that have at least one of the following properties: <ul style="list-style-type: none"> • accessed bitwise • frequently used • high number of accesses in source code 	
Variables	<code><MSN>_VAR</code>	To be used for global or static variables that are initialized after every reset.	
Variables	<code>AUTOMATIC</code>	To be used for local non static variables	Compiler.h

COMPILER041: Each AUTOSAR software module shall wrap declaration and definition of code, variables, constants and pointer types using the following keyword macros:

For instance:
native C-API:

```
Std_ReturnType Spi_SetupBuffers
(
    Spi_ChannelType      Channel,
    const Spi_DataType   *SrcDataBufferPtr,
    const Spi_DataType   *DesDataBufferPtr,
    Spi_NumberOfDataType Length
);
```

is encapsulated:

```
FUNC(Std_ReturnType, SPI_CODE) Spi_SetupBuffers
(
    Spi_ChannelType      Channel,
    CONSTP2VAR(Spi_DataType, AUTOMATIC, SPI_APPL_DATA) SrcDataBufferPtr,
    CONSTP2VAR(Spi_DataType, AUTOMATIC, SPI_APPL_DATA,) DesDataBufferPtr,
    Spi_NumberOfDataType Length
);
```

13.3 Proposed process

To allow development and integration within a multi supplier environment a certain delivery process is indispensable. The following description can be seen as proposal:

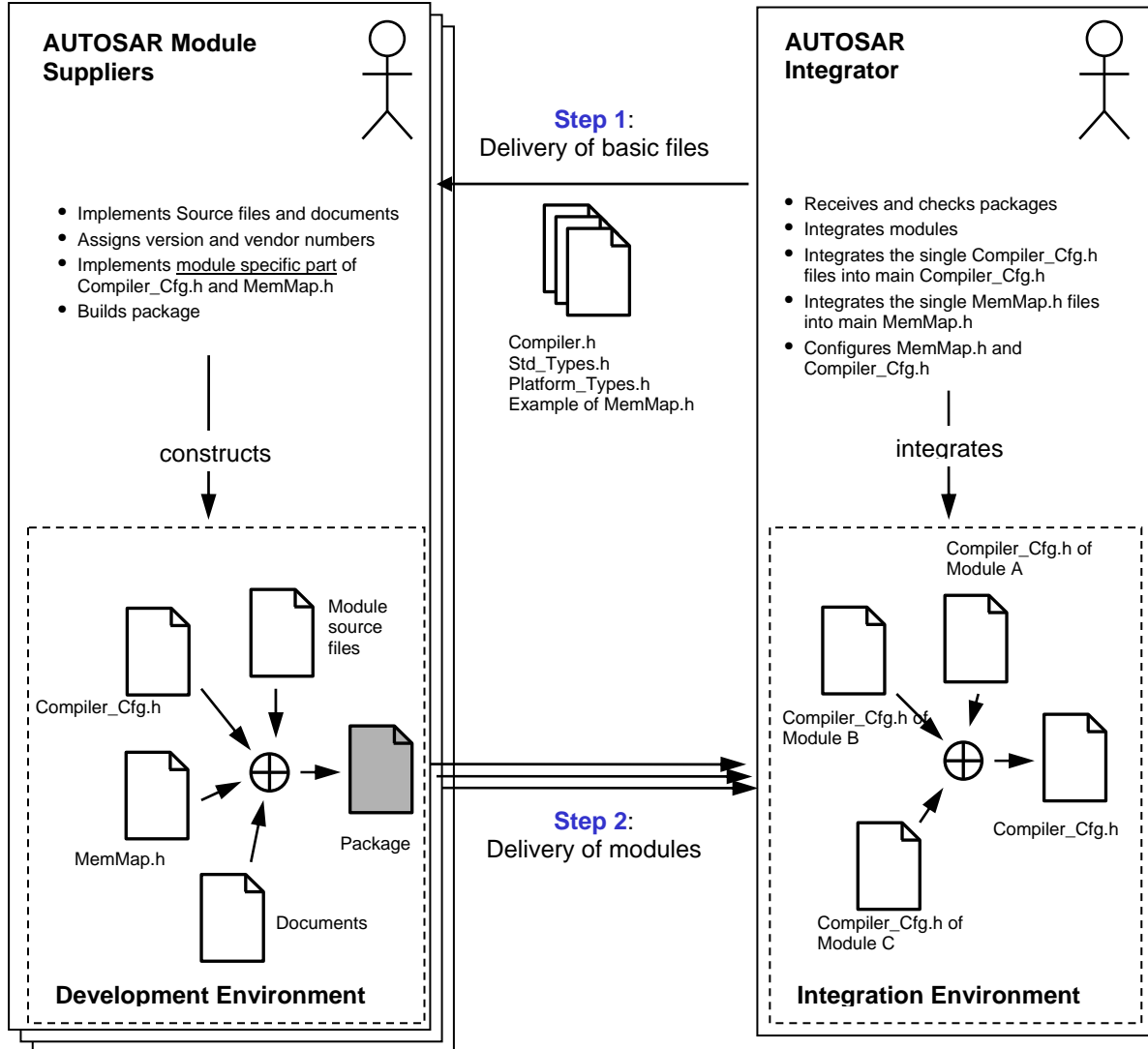


Figure 2: Proposal of integration-process

13.4 Comprehensive example

This example shows for a single API function where which macro is defined, used and configured.

Module: Eep
 API function: Eep_Read
 Platform: S12X
 Compiler: Metrowerks

File Eep.c:

```
#include "Std_Types.h" /* This includes also Compiler.h */

FUNC(Std_ReturnType, EEP_CODE) Eep_Read \
(
    Eep_AddressType EepromAddress, \
    P2VAR(uint8, AUTOMATIC, EEP_APPL_DATA) DataBufferPtr, \
    Eep_LengthType Length
)
```

File Compiler.h:

```
#include "Compiler_Cfg.h"

#define AUTOMATIC
#define FUNC(rettype, memclass) rettype memclass
#define P2VAR(ptrtype, memclass, ptrclass) ptrclass ptrtype * memclass
```

File Compiler_Cfg.h:

```
#include "Compiler.h"

#define EEP_CODE
#define EEP_APPL_DATA @far /* RAM blocks of NvM are in banked RAM */
```

What are the dependencies?

If `EEP_APPL_DATA` is defined as 'far'. This means that the pointers to the RAM blocks managed by the NVRAM Manager have to be defined as 'far' also. The application can locate RAM mirrors in banked RAM but also in non-banked RAM. The mapping of the RAM blocks to banked RAM is done in MemMap.h.

Because the pointers are also passed via Memory Interface and EEPROM Abstraction, their pointer and memory classes must also fit to `EEP_APPL_DATA`.

What would be different on a 32bit platform?

Despite the fact that only the S12X has an internal EEPROM, the only thing that would change in terms of compiler abstraction are the definitions in `Compiler_Cfg.h`. They would change to empty defines:

```
#define EEP_CODE
#define EEP_APPL_DATA
```