

SrIApi

SrI API is your gateway to the system resources.

Logging

Log API let you define message levels. Levels allow you to let your debug code in the source, and only compile it when needed.

In order, levels are:

- NONE
- TRACE
- DEBUG
- MAX

When writing your software, you decide what level the message is for. When compiling or running you software, you decide what minimal level your code must have to be printed.

- `srl_log(level, "message")` prints a message
- `srl_log_printf(level, "message_with_format", arguments...)` prints a printf-like message

Arguments in printf-like version may be not evaluated if level is not sufficient. Therefore you **MUST NOT** put expressions with side effects in the parameter list. ie do **not** do this:

```
srl_log_printf(DEBUG, "i=%d\n", i++);
```

Mwmmr Communication Channels

- `srl_mwmmr_t channel = GET_ARG(port_name)` defines a local variable associated to a MWMMR channel acces port. The `port_name` argument corresponds to the port name defined in the task model defined in the DSX description.
- `srl_mwmmr_read(fifo, buffer, size)` reads `size` 32-bit words from `fifo` to `buffer`. `size` must be a multiple of `fifo` width.
- `srl_mwmmr_write(fifo, buffer, size)` writes `size` 32-bit words from `buffer` to `fifo`. `size` must be a multiple of `fifo` width.

Locks

- `srl_lock_lock(lock)` takes a lock, waiting if necessary
- `srl_lock_unlock(lock)` releases the lock

Barriers

- `srl_barrier_wait(barrier)` waits for a barrier-global synchronization

Other APIs

- `srl_busy_cycles(N)` tells the simulation environment the simulation should run at least N cycles while in this call. This makes sense only for virtually synthesised tasks, otherwise, this call is a noop.
- `srl_mwmr_config(controller_name, reg_n, value)` puts value value in config register `reg_n` of specified controller
- `srl_mwmr_status(controller_name, reg_n)` reads status register `reg_n` of specified controller, returns a `int32_t`
- `srl_assert(cond)` checks `cond` is true, fatally fails otherwise