OSEK / VDX

System Generation

OIL: OSEK Implementation Language

Version 2.4.1

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Preface

OSEK/VDX is a joint project within the automotive industry. It aims at an industry standard for an open-ended architecture for distributed control units in vehicles.

For detailed information about OSEK's project goals and partners, please refer to the “OSEK Binding Specification”.

This document describes the OSEK Implementation Language (OIL) concept for the description for the OSEK real-time systems, capable of multitasking and communications, which can be used for motor vehicles. It is not a product description that relates to a specific implementation.

General conventions, explanations of terms and abbreviations have been compiled in the additional inter-project "OSEK Overall Glossary", which is part of the OSEK Binding Specification.

Note: To simplify matters, the term “OSEK” is used instead of “OSEK/VDX” throughout this document.

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1 Introduction

1.1 General remarks

This document refers to the OSEK OS Specifications 2.2 and 2.2.x, the OSEK COM Specifications 3.0 and 3.0.x and the OSEK Binding Specification 1.4. For a better understanding of this document, the reader should be familiar with the contents of these other specifications.

1.2 Motivation

To reach the goal of OSEK of portable software, a way has been defined to describe the configuration of an application using OSEK.

This specification only addresses a single central processing unit (CPU) in an electronic control unit (ECU), not an ECU network.

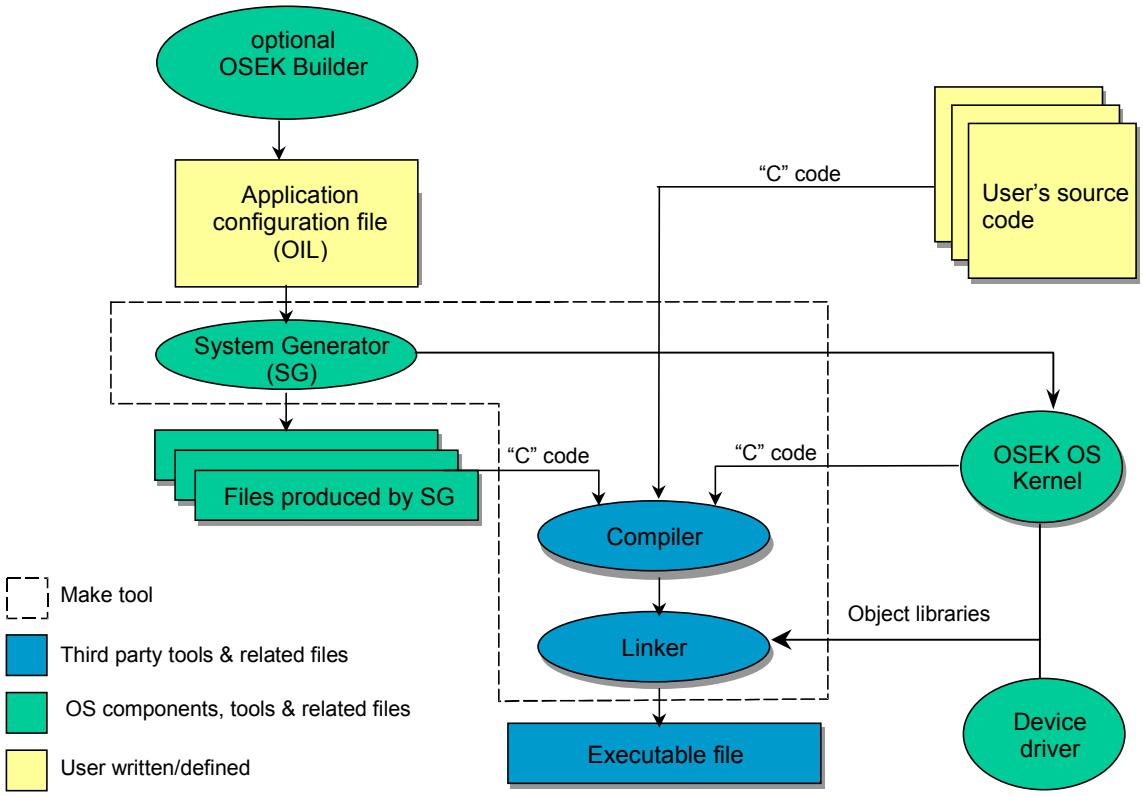

Figure 1-1: Example of development process for applications (OSEK OS only)

Figure 1-1 shows an example of a development process for applications. The OIL description may be hand-written or generated by a system configuration tool. Sub-systems delivered in source code are compiled together with the application; others delivered as a library are integrated by the linker.

2 Language Definition

2.1 Preamble

The goal of OIL is to provide a mechanism to configure an OSEK application inside a particular CPU. This means for each CPU there is one OIL description.

All OSEK system objects are described using OIL objects.

2.2 General concept

The OIL description of the OSEK application is considered to be composed of a set of OIL objects. A CPU is a container for these OIL objects.

OIL defines standard types for its objects. Each object is described by a set of attributes and references. OIL defines explicitly all *standard attributes* for each OIL object.

Each OSEK implementation can define additional implementation-specific attributes and references. It is possible only to add attributes to existing OIL objects. Creating new OIL objects, or other changes to the grammar, are not allowed. All non-standard attributes (*optional attributes*) are considered to be fully implementation-specific and have no standard interpretation. Each OSEK implementation can limit the given set of values for attributes (e.g. restrict the possible value range for priorities).

Description of the OIL objects:

CPU:	the CPU on which the application runs under the control of OSEK sub-systems.
OS:	the OSEK OS that runs on the CPU. No standard references are defined in OIL from OSEK OS to other OIL objects.
APPMODE:	defines different modes of operation for the application. No standard attributes are defined for the APPMODE object.
ISR:	interrupt service routines supported by the OS.
RESOURCE:	a resource that can be occupied by a task.
TASK:	a task handled by the OS.
COUNTER:	a counter represents hardware/software tick source for alarms.
EVENT:	an event tasks may react on.
ALARM:	an alarm is based on a counter and can either activate a task, set an event or activate an alarm-callback routine.
COM:	the communication subsystem. The COM object has standard attributes to define general properties for OSEK COM.

MESSAGE: a message is defined in OSEK COM and defines a mechanism for data exchange between different entities (entities being tasks or ISRs) and with other CPUs.

IPDU: an IPDU is defined in OSEK COM. IPDUs carry messages used in external communication.

NM: the network management subsystem.

2.3 OIL basics

2.3.1 OIL file structure

The OIL description contains two parts - one for the definition of standard and implementation-specific features (*implementation definition*) and another one for the definition of the structure of the application located on the particular CPU (*application definition*).

The OIL description consists of one main OIL file that can refer to included files (see section 2.3.9).

2.3.2 Syntax

The grammar rules for an OIL file are presented in the document using a notation similar to the Backus-Naur Form (BNF[1]), see section 5.1.

All keywords, attributes, object names, and other identifiers are case-sensitive.

Comments in the BNF notation are written as C++-style comments.

2.3.3 OIL versions

OIL version "2.0" corresponds to OSEK OS specification 2.0 revision 1.

OIL version "2.1" also corresponds to OSEK OS specification 2.0 revision 1. It contains an OIL-internal extension in syntax and semantics. OIL version “2.1” is not compatible with OIL version “2.0”.

OIL version “2.2” only defines new standard attributes. It is compatible with OIL version “2.1”.

[1] NAUR, Peter (ed.), "Revised Report on the Algorithmic Language ALGOL 60.", Communications of the ACM, Vol. 3, No.5, pp. 299-314, May 1960 or
M. Marcotty & H. Ledgard, The World of Programming Languages, Springer-Verlag, Berlin 1986., pages 41 and following.

OIL version “2.3” corresponds to OSEK OS specification 2.2 and is compatible with OIL version “2.2”. OIL version “2.3” only defines new standard attributes.

OIL version “2.4” corresponds to OSEK OS specifications 2.2 and 2.2.x and OSEK COM specifications 3.0 and 3.0.x. It is not backwards compatible with OIL version "2.3" in two respects:

- the ACCESSOR attribute in the TASK and ISR object has been replaced by the MESSAGE attribute,
- the MESSAGE object has been completely redefined.

Two OIL sets of objects and standard attributes are defined:

- Full set of objects and standard attributes: OS and full featured COM, supporting the conformance classes: BCC1, BCC2, ECC1, ECC2, CCCA, CCCB, CCC0, CCC1.
- Subset of objects and standard attributes: OS with internal communication only, supporting the conformance classes: BCC1, BCC2, ECC1, ECC2, CCCA, CCCB.

2.3.4 Implementation definition

For each OIL object, the implementation definition defines all attributes and their properties for a particular OSEK implementation.

The implementation definition must be present in the OIL description and must contain all standard attributes, which are listed in section 3.2. The value range of those attributes may be restricted. Attribute definition is described in chapter 4.

Additional attributes and their properties can be defined for the objects for a particular OSEK implementation. Additional attributes are optional.

The include mechanism (see section 2.3.1) can be used to define the implementation definition as a separate file. Thus, corresponding implementation definition files can be developed and delivered with particular OSEK implementations and then included with the application definition in user's OIL files.

An implementation of OIL must support either all objects and standard attributes or a specific subset defined in section 5.2.1.

2.3.5 Application definition

The application definition comprises a set of objects and the values for their attributes. Except for the OS, COM and NM objects, the application definition can contain more than one OIL object of a particular type.

Each object is characterised by a set of attributes and their values. No attribute may appear that is not defined in the implementation definition. Attribute values must comply with the attribute properties specified in the implementation definition.

Attributes that take a single value may only be specified once per object. Attributes that take a list of values have to be specified as multiple statements.

Example for multiple statement:

```
RESOURCE = RES1;
RESOURCE = RES2;
```

2.3.6 Dependencies between attributes

The OIL Specification allows the expression of dependencies between attributes. To be more open to vendor-specific and standard extensions the OIL syntax includes conditional attributes (parameters). OIL allows infinite nesting of those dependencies.

To express dependencies, ENUM and BOOLEAN attributes can be parameterised. If attributes in several sets of one conditional attribute have the same name, they must have the same type.

2.3.7 Automatic attribute assignment

Attribute values may be calculated by the generator. For these attributes, the keyword WITH_AUTO has to be used in the attribute's definition in the implementation definition. In conjunction with WITH_AUTO, the attribute value AUTO is valid in the application definition and as a default value.

2.3.8 Default values

Default values are used by the generator in the case that an attribute is missing in the application definition.

Default values are mandatory for optional attributes. Because the syntax of the implementation-specific part requires the definition of default values, a special default value NO_DEFAULT is defined explicitly to suppress the default mechanism. In this case, the attribute must be defined in the application part.

Default values are forbidden for standard attributes except if explicitly stated otherwise in the specification. If a default value is allowed for a standard attribute, it is defined in the specification in section 5.2.

It is an error if a standard attribute that does not have a default value defined in the implementation definition is missing from the application definition.

The OIL grammar uses assignment in the implementation definition to specify default values.

All possible combinations of attributes with default values are shown in the following example for ENUM (see Table 2-1). The OIL syntax allows six combinations for the implementation-specific part and three combinations for the application part.

Implementation part	Application part		
	`param = A;`	`param = AUTO;`	`// nothing`
`ENUM [A, B, C] param = B;`	param ⇨A	ERROR	param ⇨B
`ENUM [A, B, C]` `  param = NO_DEFAULT;`	param ⇨A	ERROR	ERROR
`ENUM [A, B, C] param = AUTO;`	ERROR	ERROR	ERROR
`ENUM` **`WITH_AUTO`** `[A, B, C]` `  param = B;`	param ⇨A	Generator-specific	param ⇨B
`ENUM` **`WITH_AUTO`** `[A, B, C]` `  param = NO_DEFAULT;`	param ⇨A	Generator-specific	ERROR
`ENUM` **`WITH_AUTO`** `[A, B, C]` `  param = AUTO;`	param ⇨A	Generator-specific	Generator-specific

Table 2-1: Possible combinations of attributes with default values for ENUM

Example:

```
IMPLEMENTATION myOS {
   TASK {
   UINT32 [1..0xff] STACKSIZE = 16; // If STACKSIZE is missing,
                                    // 16 is used as a default
   };
};
```

2.3.9 Include mechanism

The include mechanism allows for separate definitions for some parts of OIL. The implementation definition can be delivered with an OSEK implementation and used (included) by the system designer.

The include statement has the same syntax as in ISO/ANSI-C:

```
#include <file>
#include "file"
```

- For each OIL tool there must be a way to specify search-paths for include files.
- `#include <file>` uses the search-path
- `#include "file"` uses the directory where the including file resides

Placement of include directives

The same rules apply as for ISO/ANSI-C, e.g. the include statement has to be on a separate line and can appear anywhere in the description files.

2.3.10 Comments

The OIL file may contain C++-style comments (/* */ and //). C++ rules apply.

2.3.11 Descriptions

To describe OIL objects, attributes, and values, the OIL syntax offers the concept of descriptions. Descriptions are optional. They start after a colon (:), are enclosed in double quotes ("), and must not contain a double quote.

Example:

```
...
BOOLEAN START = FALSE:"Automatic start of alarm on system start";
...
```

Descriptions give the user additional information about OIL objects, attributes and values in a well-defined format. The interpretation of descriptions is implementation-specific.

3 OIL Object Definitions

3.1 Rules

The application configuration files must conform to some rules to be successfully processed. These rules are:

- All objects are described using the OIL syntax.
- Each object must have a unique name. Each object may be divided into several parts.
- All object names must be accessible from the application.
- An attribute defines some object properties (for example, the task priority). Attributes that take a single value may only be specified once per object. Attributes that take a list of values must be specified as multiple statements.
- An object can have a set of references to other objects. Per object, there may be more than one reference to the same type of object (e.g. more than one reference to different events, see example in section 3.2.4.8).
- Unless stated otherwise, values must be defined for all standard attributes of all objects, except for multiple attributes, which can be empty.
- If default values are required for standard attributes, they are specified in this document and must not be changed.
- The `<name>` non-terminal represents any ISO/ANSI-C identifier.
- The `<number>` non-terminal represents any integer constant. The range of integers is determined by the target platform. Both decimal and hexadecimal integers are allowed, and using the same notation as C. Decimal integers with leading zeroes are not allowed as they might be misinterpreted as octal values.
- The `<string>` non-terminal represents any 8-bit character sequence enclosed in double-quotes ("), but not containing double-quotes.
- The *description* represents any 8-bit character sequence enclosed in double-quotes ("), but not containing double-quotes.
- A *reference* defines a unidirectional link to another object (for example, the task X has to be activated when the alarm Y expires).
- Implementation-specific additional parameters are only allowed for optional attributes. For portability reasons, it is forbidden to define implementation-specific additional parameters for standard attributes.

3.2 OIL objects, standard attributes and references

For each object, the standard set of attributes and their values is defined. They must be supported by any implementation.

3.2.1 CPU

CPU is used as a container for all other objects.

3.2.2 OS[2]

OS is the object used to define OSEK OS properties for an OSEK application.

In a CPU exactly one OS object has to be defined.

3.2.2.1 STATUS

The STATUS attribute specifies whether a system with standard or extended status has to be used. Automatic assignment is not supported for this attribute.

This attribute is of type ENUM and has one of the following possible values:

- STANDARD
- EXTENDED

3.2.2.2 Hook routines

The following attribute names are defined for the hook routines supported by OSEK OS:

- STARTUPHOOK
- ERRORHOOK
- SHUTDOWNHOOK
- PRETASKHOOK
- POSTTASKHOOK

These attributes are of type BOOLEAN.

If a hook routine is used, the value is set to TRUE otherwise the value is set to FALSE.

The usage of the access macros to the service ID and the context-related information in the error hook is enabled by the following attributes of type BOOLEAN:

- USEGETSERVICEID
- USEPARAMETERACCESS

[2] Attributes for Conformance Class and Scheduling are not defined as these are not part of the OS specification

3.2.2.3 USERESSCHEDULER

The USERESSCHEDULER attribute is of type BOOLEAN and defines whether the resource RES_SCHEDULER is used within the application.

3.2.2.4 Example

```
OS ExampleOS {
   STATUS = STANDARD;
   STARTUPHOOK = TRUE;
   ERRORHOOK = TRUE;
   SHUTDOWNHOOK = TRUE;
   PRETASKHOOK = FALSE;
   POSTTASKHOOK = FALSE;
   USEGETSERVICEID = FALSE;
   USEPARAMETERACCESS = FALSE;
   USERESSCHEDULER = TRUE;
};
```

3.2.3 APPMODE

APPMODE is the object used to define OSEK OS properties for an OSEK OS application mode.

No standard attributes are defined for APPMODE.

In a CPU, at least one APPMODE object has to be defined.

3.2.4 TASK

TASK objects represent OSEK tasks.

3.2.4.1 PRIORITY

The priority of a task is defined by the value of the PRIORITY attribute. This value has to be understood as a relative value, i.e. the values of PRIORITY show only the relative ordering of the tasks.

This attribute is of type UINT32.

OSEK OS defines the lowest priority as zero (0), larger values of the PRIORITY attribute correspond to higher priorities.

3.2.4.2 SCHEDULE

The SCHEDULE attribute defines the preemptability of the task.

This attribute is of type ENUM and has one of the following possible values:

- NON
- FULL

The FULL value of this attribute corresponds to a preemptable task, the NON value to a non-preemptable task.

If the SCHEDULE attribute is set to NON, no internal resources may be assigned to this task.

3.2.4.3 ACTIVATION

The ACTIVATION attribute defines the maximum number of queued activation requests for the task. A value equal to "1" means that at any time only a single activation is permitted for this task (see OSEK OS specification).

This attribute is of type UINT32.

3.2.4.4 AUTOSTART

The AUTOSTART attribute determines whether the task is activated during the system start-up procedure or not for some specific application modes.

This attribute is of type BOOLEAN.

If the task shall be activated during the system start-up, the value is set to TRUE otherwise the value is set to FALSE. When set to TRUE, a list of application modes is defined in the APPMODE sub-attribute of type APPMODE_TYPE. These define in which application modes the task is auto-started.

3.2.4.5 RESOURCE

The RESOURCE reference is used to define a list of resources accessed by the task.

This attribute is a multiple reference (see sections 4.2, 4.3) of type RESOURCE_TYPE.

3.2.4.6 EVENT

The EVENT reference is used to define a list of events the extended task may react to.

This attribute is a multiple reference (see sections 4.2, 4.3) of type EVENT_TYPE.

3.2.4.7 MESSAGE

The MESSAGE reference is used to define a list of messages accessed by the task.

This attribute is a multiple reference (see sections 4.2, 4.3) of type MESSAGE_TYPE.

3.2.4.8 Example

```
TASK TaskA {
   PRIORITY = 2;
   SCHEDULE = NON;
   ACTIVATION = 1;
   AUTOSTART = TRUE {
      APPMODE = AppMode1;
      APPMODE = AppMode2;
   };
   RESOURCE = resource1;
   RESOURCE = resource2;
   RESOURCE = resource3;
```

```
   EVENT = event1;
   EVENT = event2;
   MESSAGE = anyMesssage1;
 };
```

3.2.5 COUNTER

A COUNTER serves as a base for the ALARM mechanism.

3.2.5.1 MAXALLOWEDVALUE

The MAXALLOWEDVALUE attribute defines the maximum allowed counter value.

This attribute is of type UINT32.

3.2.5.2 TICKSPERBASE

The TICKSPERBASE attribute specifies the number of ticks required to reach a counter-specific unit. The interpretation is implementation-specific.

This attribute is of type UINT32.

3.2.5.3 MINCYCLE

The MINCYCLE attribute specifies the minimum allowed number of counter ticks for a cyclic alarm linked to the counter.

This attribute is of type UINT32.

3.2.5.4 Example

```
COUNTER Timer {
   MINCYCLE = 16;
   MAXALLOWEDVALUE = 127;
   TICKSPERBASE = 90;
};
```

3.2.6 ALARM

An ALARM may be used to asynchronously inform or activate a specific task. It is possible to start alarms automatically at system start-up depending on the application mode.

3.2.6.1 COUNTER

The COUNTER reference defines the counter assigned to this alarm. Only one counter has to be assigned to the alarm. Any alarm has to be assigned to a particular counter.

This attribute is a single reference (see section 4.2).

3.2.6.2 ACTION

The ACTION attribute defines which type of notification is used when the alarm expires.

This attribute is a parameterised ENUM with the following possible values:

- ACTIVATETASK {TASK_TYPE TASK;}
- SETEVENT {TASK_TYPE TASK; EVENT_TYPE EVENT;}
- ALARMCALLBACK {STRING ALARMCALLBACKNAME;}

For an alarm, only one action is allowed.

ACTION = ACTIVATETASK

The TASK reference parameter defines the task to be activated when the alarm expires.

This parameter is a single reference (see section 4.2) of type TASK_TYPE.

ACTION = SETEVENT

The TASK reference parameter defines the task for which the event is to be set. The EVENT reference parameter defines the event to be set when the alarm expires.

TASK is a single reference of type TASK_TYPE. EVENT is a single reference of type EVENT_TYPE.

ACTION = ALARMCALLBACK

The ALARMCALLBACKNAME parameter defines the name of the callback routine that is called when the alarm expires.

3.2.6.3 AUTOSTART

The AUTOSTART attribute of type BOOLEAN defines if an alarm is started automatically at system start-up depending on the application mode.

When this attribute is set to TRUE, sub-attributes are used to define the ALARMTIME, i.e. the time when the ALARM shall expire first, the CYCLETIME, i.e. the cycle time of a cyclic ALARM and a list of application modes (APPMODE) for which the AUTOSTART shall be performed.

```
BOOLEAN [
   TRUE
   {
      UINT32 ALARMTIME;
      UINT32 CYCLETIME;
      APPMODE_TYPE APPMODE[];
   },
   FALSE
] AUTOSTART;
```

3.2.6.4 Examples

```
ALARM WakeTaskA {
   COUNTER = Timer;
   ACTION = SETEVENT {
      TASK = TaskA;
      EVENT = event1;
   };
   AUTOSTART = FALSE;
};
```

```
ALARM WakeTaskB {
   COUNTER = SysCounter;
   ACTION = ACTIVATETASK {
      TASK = TaskB;
   };
   AUTOSTART = TRUE {
      ALARMTIME = 50;
      CYCLETIME = 100;
      APPMODE = AppMode1;
      APPMODE = AppMode2;
   };
};
```

```
ALARM RunCallbackC {
   COUNTER = SysCounter;
   ACTION = ALARMCALLBACK {
      ALARMCALLBACKNAME = "CallbackC";
   };
   AUTOSTART = FALSE;
};
```

3.2.7 RESOURCE

A RESOURCE object is used to co-ordinate the concurrent access by tasks and ISRs to a shared resource, e.g. the scheduler, any program sequence, memory or any hardware area.

There is one attribute of type ENUM defined to specify the RESOURCEPROPERTY. This attribute can take the following values:

- STANDARD: A normal resource that is not linked to another resource and is not an internal resource.
- LINKED: A resource that is linked to another resource with the property STANDARD or LINKED. The resource to which the linking shall be performed is defined by the sub-attribute LINKEDRESOURCE of type RESOURCE_TYPE. The code generator for the operating system must resolve chains of linked resources.
- INTERNAL: An internal resource that cannot be accessed by the application.

3.2.7.1 Example

```
RESOURCE MsgAccess
{
   RESOURCEPROPERTY = STANDARD;
};
```

3.2.8 EVENT

An EVENT object is represented by its mask. The name of the event is a synonym for its mask.

The same event may be set for different tasks. Events with the same name are identical, therefore the event mask is identical. Events with the same mask are generally not identical i.e. their names may be different.

3.2.8.1 MASK

The event mask is an integer number MASK of type UINT64. The other way to assign an event mask is to declare it as AUTO. In this case, one bit is automatically assigned to the event mask. This bit is unique with respect to the tasks that reference the event.

3.2.8.2 Examples

```
EVENT event1 {
   MASK = 0x01;
};

EVENT event2 {
   MASK = AUTO;
};
```

In C Code, the user is allowed to combine normal event masks and AUTO event masks.

```
C Code:
   ...
   WaitEvent ( event1 | event2 );
   ...
```

The next example shows the same EVENT object (i.e. with the same name) used by different tasks:

```
EVENT emergency {
   MASK = AUTO;
};

TASK task1 {
   EVENT = myEvent1;
   EVENT = emergency;
};

TASK task2 {
   EVENT = emergency;
   EVENT = myEvent2;
};

TASK task7 {
   EVENT = emergency;
   EVENT = myEvent2;
};
```

In C Code, the user is allowed to use the emergency event with all three tasks.

```
C Code:
   ...
   SetEvent (task1, emergency);
   SetEvent (task2, emergency);
```

```
   SetEvent (task7, emergency);
   ...
```

Another use for the same event name for events of different tasks is in control loops:

```
C Code:
...
TaskType myList[] = {task1, task2, task7};
int myListLen = 3;
int i=0;
for (i=0;i<myListLen;i++) {
   SetEvent(myList[i],emergency);
}
...
```

3.2.9 ISR

ISR objects represent OSEK interrupt service routines (ISR).

3.2.9.1 CATEGORY

The CATEGORY attribute defines the category of the ISR.

This attribute is of type UINT32, only values of 1and 2 are allowed.

3.2.9.2 RESOURCE

The RESOURCE reference is used to define a list of resources accessed by the ISR.

This attribute is a multiple reference (see sections 4.2, 4.3) of type RESOURCE_TYPE.

3.2.9.3 MESSAGE

The MESSAGE reference is used to define a list of messages accessed by the ISR.

This attribute is a multiple reference (see sections 4.2, 4.3) of type MESSAGE_TYPE.

3.2.9.4 Example

```
ISR TimerInterrupt {
   CATEGORY = 2;
   RESOURCE = someResource;
   MESSAGE= anyMessage2;
 };
```

3.2.10 MESSAGE

MESSAGE objects represent OSEK messages.

The MESSAGE object has three attributes, MESSAGEPROPERTY (see section 3.2.10.1), NOTIFICATION (see section 3.2.10.16) and NOTIFICATIONERROR (see section 3.2.10.16).

3.2.10.1 MESSAGEPROPERTY

The MESSAGEPROPERTY attribute has the following sub-attributes:

MESSAGEPROPERTY	Sub-attributes	Described in section
SEND_STATIC_INTERNAL	CDATATYPE	3.2.10.2
SEND_STATIC_EXTERNAL	CDATATYPE	3.2.10.2
	TRANSFERPROPERTY	3.2.10.3
	IPDU	3.2.10.4
	BITPOSITION	3.2.10.5
	SIZEINBITS	3.2.10.6
	SWAPBYTES	3.2.10.7
	FILTER	3.2.10.8
	NETWORKORDERCALLOUT	3.2.10.9
	CPUORDERCALLOUT	3.2.10.10
	INITIALVALUE	3.2.10.11
SEND_DYNAMIC_EXTERNAL	TRANSFERPROPERTY	3.2.10.3
	IPDU	3.2.10.4
	BITPOSITION	3.2.10.5
	MAXIMUMSIZEINBITS	3.2.10.12
	NETWORKORDERCALLOUT	3.2.10.9
	CPUORDERCALLOUT	3.2.10.10
	INITIALVALUE	3.2.10.11
SEND_ZERO_INTERNAL	none	none
SEND_ZERO_EXTERNAL	IPDU	3.2.10.4
	NETWORKORDERCALLOUT	3.2.10.9
	CPUORDERCALLOUT	3.2.10.10
RECEIVE_ZERO_INTERNAL	SENDINGMESSAGE	3.2.10.13
RECEIVE_ZERO_EXTERNAL	IPDU	3.2.10.4

MESSAGEPROPERTY	Sub-attributes	Described in section
	NETWORKORDERCALLOUT	3.2.10.9
	CPUORDERCALLOUT	3.2.10.10
RECEIVE_UNQUEUED_INTERNAL	SENDINGMESSAGE	3.2.10.13
	FILTER	3.2.10.8
	INITIALVALUE	3.2.10.11
RECEIVE_QUEUED_INTERNAL	SENDINGMESSAGE	3.2.10.13
	FILTER	3.2.10.8
	QUEUESIZE	3.2.10.14
RECEIVE_UNQUEUED_EXTERNAL	CDATATYPE	3.2.10.2
	FILTER	3.2.10.8
	LINK	3.2.10.15
	INITIALVALUE	3.2.10.11
RECEIVE_QUEUED_EXTERNAL	CDATATYPE	3.2.10.2
	QUEUESIZE	3.2.10.14
	FILTER	3.2.10.8
	LINK	3.2.10.15
RECEIVE_DYNAMIC_EXTERNAL	LINK	3.2.10.15
	INITIALVALUE	3.2.10.11
RECEIVE_ZERO_SENDERS	CDATATYPE	3.2.10.2
	INITIALVALUE	3.2.10.11

A transmit message that is at the same time received internally and transmitted externally is declared as external (using one of the SEND_xx_EXTERNAL properties). Internal receivers of this message refer to it using the SENDINGMESSAGE attribute.

The property RECEIVE_ ZERO_SENDERS is used for messages with zero senders.

The message attributes are defined in the following.

3.2.10.2 CDATATYPE

The CDATATYPE attribute describes the data type of the message data using C language types (e.g. *int* or a structure name).

This attribute is of type STRING.

The purpose of this attribute is the representation of the message in a form that is meaningful to the application.

3.2.10.3 TRANSFERPROPERTY

The TRANSFERPROPERTY attribute is of type ENUM and describes the action that OSEK COM takes when this message is sent by the application. Possible actions are:

TRANSFERPROPERTY = TRIGGERED

The IPDU containing the message may or may not be sent immediately depending upon the IPDU's TRANSMISSIONMODE.

TRANSFERPROPERTY = PENDING

No action is taken.

3.2.10.4 IPDU

The IPDU reference is used to define the IPDU that carries this MESSAGE.

3.2.10.5 BITPOSITION

The BITPOSITION attribute is of type UINT32 and specifies the offset from bit 0 of the IPDU to bit 0 of the message.

Bit position is calculated as follows: The IPDU is regarded as an unsigned integer of the length of the IPDU. The least significant bit of the IPDU is regarded as bit 0.

3.2.10.6 SIZEINBITS

The SIZEINBITS attribute is of type UINT32 and specifies, in bits, the size of a static-length message in an IPDU.

3.2.10.7 SWAPBYTES

The SWAPBYTES attribute is of type BOOLEAN and specifies whether the bytes of the MESSAGE should be swapped in order to correct for different endianness in the application and network.

The default value for SWAPBYTES is FALSE and means that no byte swapping is performed.

3.2.10.8 FILTER

The FILTER attribute specifies the action of the message filter. This attribute is of type ENUM and has the following values, which are defined in the COM specification.

FILTER = ALWAYS

This value has no sub-attributes. It is the default value for FILTER.

FILTER = NEVER

This value has no sub-attributes.

FILTER = MASKEDNEWEQUALSX

This value has the sub-attributes MASK and X.

FILTER = MASKEDNEWDIFFERSX

This value has the sub-attributes MASK and X.

FILTER = NEWISEQUAL

This value has no sub-attributes.

FILTER = NEWISDIFFERENT

This value has no sub-attributes.

FILTER = MASKEDNEWEQUALSMASKEDOLD

This value has the sub-attribute MASK.

FILTER = MASKEDNEWDIFFERSMASKEDOLD

This value has the sub-attribute MASK.

FILTER = NEWISWITHIN

This value has the sub-attributes MIN and MAX.

FILTER = NEWISOUTSIDE

This value has the sub-attributes MIN and MAX.

FILTER = NEWISGREATER

This value has no sub-attributes.

FILTER = NEWISLESSOREQUAL

This value has no sub-attributes.

FILTER = NEWISLESS

This value has no sub-attributes.

FILTER = NEWISGREATEROREQUAL

This value has no sub-attributes.

FILTER = ONEEVERYN

This value has the sub-attributes PERIOD and OFFSET.

3.2.10.9 NETWORKORDERCALLOUT

The NETWORKORDERCALLOUT attribute defines the name of the network-order callout routine for this MESSAGE. The default value corresponds to no callout specified.

This attribute is of type STRING.

3.2.10.10 CPUORDERCALLOUT

The CPUORDERCALLOUT attribute defines the name of the CPU-order callout routine for this MESSAGE. The default value corresponds to no callout specified.

This attribute is of type STRING.

3.2.10.11 INITIALVALUE

The INITIALVALUE attribute is of type UINT64 and specifies the initial value of a MESSAGE.

The default value for INITIALVALUE is 0.

3.2.10.12 MAXIMUMSIZEINBITS

The MAXIMUMSIZEINBITS attribute is of type UINT32 and specifies in bits the maximum size that a dynamic message might reach.

3.2.10.13 SENDINGMESSAGE

The SENDINGMESSAGE attribute is used by a receiver of an internal message to identify the sender of the message. Therefore, this attribute is a reference to a sent message within this OIL file.

3.2.10.14 QUEUESIZE

The QUEUESIZE attribute is of type UINT32 and defines the maximum number of messages that the queue for a queued message can store.

3.2.10.15 LINK

The LINK attribute is of type ENUM. It determines whether this message has its own field within the IPDU or fans out from another message's IPDU field. OSEK COM allows a field in a received IPDU to correspond to one or more MESSAGE objects. When the IPDU is received, all the corresponding MESSAGE objects receive the same data.

LINK = TRUE

When LINK is set to TRUE a sub-attribute called RECEIVEMESSAGE refers to another message that must be received from the network. The link must point to a MESSAGE with LINK set to FALSE. This implies that the field in the IPDU fans out to more than one MESSAGE object.

The RECEIVEMESSAGE sub-attribute is a reference to another MESSAGE object.

LINK = FALSE

When LINK is set to FALSE the sub-attributes IPDU (see section 3.2.10.4) and BITPOSITION (see section 3.2.10.5) must be defined.

The sub-attributes NETWORKORDERCALLOUT (see section 3.2.10.9) and CPUORDERCALLOUT (see section 3.2.10.10) may be defined.

In the case of dynamic-length messages, the sub-attribute MAXIMUMSIZEINBITS (see section 3.2.10.12) must also be defined.

In the case of static-length messages, the sub-attribute SIZEINBITS (see section 3.2.10.6) must also be defined, and SWAPBYTES (see section 3.2.10.7) may be defined.

3.2.10.16 NOTIFICATION and NOTIFICATIONERROR

The notification classes are called NOTIFICATION and NOTIFICATIONERROR. Depending on the message property this is either a send or a receive notification. Each notification class is defined as an ENUM with the following values:

NONE

No notification is performed. This is the default value for NOTIFICATION and NOTIFICATIONERROR.

ACTIVATETASK

To perform the required notification a task is activated. The task is named by the TASK sub-attribute, which is a reference to a TASK object.

SETEVENT

To perform the required notification an event is set for a task. The event and task are named by the EVENT and TASK sub-attributes.

The EVENT sub-attribute is a reference to an EVENT object. The TASK sub-attribute is a reference to a TASK object.

COMCALLBACK

To perform the required notification a callback routine is called. The name of the callback routine is specified in the CALLBACKROUTINENAME sub-attribute. The MESSAGE sub-attribute must list all the messages that are sent and/or received by this callback routine.

FLAG

To perform the required notification a FLAG is set. The flag is named using the FLAGNAME sub-attribute, which is of type STRING.

INMCALLBACK

To perform the required notification a callback routine in an OSEK NM sub-system is called. The name of the callback routine is specified with the CALLBACKROUTINENAME sub-attribute. The callback routine is called with a parameter specified by the MONITOREDIPDU sub-attribute, which is of type UINT32, but must be within the range 0 to 65535 inclusive. MONITOREDIPDU allows the IPDU to be identified to the NM sub-system.

Both of these attributes are defined as WITH_AUTO so that the system configuration tool can automatically create values consistent between COM and NM if it is able to.

3.2.10.17 Example

```
MESSAGE myMess1 {
      MESSAGEPROPERTY = SEND_STATIC_EXTERNAL {
            CDATATYPE = "long";
            TRANSFERPROPERTY = PENDING;
            IPDU = slow_CAN_traffic;
            BITPOSITION = 5;
            SIZEINBITS = 17;
            FILTER = NEWISWITHIN {
                  MAX = 0x1234;
                  MIN = 0x12;
            };
            INITIALVALUE = 0x12;
      };
      NOTIFICATION = FLAG {
            FLAGNAME = "slow_CAN_finished";
      };
};


MESSAGE speed {
      MESSAGEPROPERTY = RECEIVE_UNQUEUED_EXTERNAL {
            CDATATYPE = "long";
            LINK = FALSE {
                  IPDU = vehicle_data;
                  BITPOSITION = 0;
                  SIZEINBITS = 7;
                  SWAPBYTES = TRUE;
                  NETWORKORDERCALLOUT = "vehicle_data_active";
            };
      };
      NOTIFICATION = ACTIVATETASK {
            TASK = speedo_update;
      };
};
MESSAGE speed_copy {
      MESSAGEPROPERTY = RECEIVE_UNQUEUED_EXTERNAL {
            CDATATYPE = "long";
            LINK = TRUE {
                  RECEIVEMESSAGE = speed;
                  // size etc. are therefore inherited from the
                  // MESSAGE called speed.
            };
      };
};


MESSAGE water_temperature {
      MESSAGEPROPERTY = SEND_STATIC_INTERNAL {
            CDATATYPE = "short";
      };
};
MESSAGE water_temperature_copy1 {
      MESSAGEPROPERTY = RECEIVE_UNQUEUED_INTERNAL {
            SENDINGMESSAGE = water_temperature;
            FILTER = NEWISWITHIN {
                  MAX = 0x1234;
                  MIN = 0x12;
            };
            INITIALVALUE = 0x12;
      };
```

```
      NOTIFICATION = COMCALLBACK {
            CALLBACKROUTINENAME = "valid_water_temperature";
            MESSAGE = water_temperature_copy1;
            MESSAGE = speed;
      };
};
MESSAGE water_temperature_copy2 {
      MESSAGEPROPERTY = RECEIVE_UNQUEUED_INTERNAL {
            SENDINGMESSAGE = water_temperature;
            FILTER = NEWISOUTSIDE {
                  MAX = 0x1234;
                  MIN = 0x12;
            };
            INITIALVALUE = 0x12;
      };
      NOTIFICATION = COMCALLBACK {
            CALLBACKROUTINENAME = "invalid_water_temperature";
            MESSAGE = water_temperature_copy1;
      };
};

MESSAGE next_radio_station_pushed {
      MESSAGEPROPERTY = SEND_ZERO_EXTERNAL {
            IPDU = next_radio_station;
      };
};
MESSAGE next_radio_station_pushed_event {
      MESSAGEPROPERTY = RECEIVE_ZERO_INTERNAL {
            SENDINGMESSAGE = next_radio_station_pushed;
      };
      NOTIFICATION = SETEVENT {
            TASK = change_radio_station;
            EVENT = next_station;
      };
};
```

3.2.11 COM

COM is the object used to define OSEK COM sub-system properties.

In a CPU object, only one COM object can be defined.

3.2.11.1 COMTIMEBASE

The COMTIMEBASE attribute defines the time base for OSEK COM. This attribute is of type FLOAT. The OSEK COM time base defined by COMTIMEBASE is one second multiplied by the parameter value. Any time that is specified in OSEK COM is multiplied by this time base to arrive at the intended real time.

The default value for COMTIMEBASE is 0.001, which is equal to one millisecond.

3.2.11.2 Error hook routine

The following attributes are defined for the hook routine supported by OSEK COM. These attributes are of type BOOLEAN. The hook routine is used if the value is set to TRUE. The hook routine is not used if the value is set to FALSE.

- COMERRORHOOK

The usage of the access macros to the service ID and the context-related information in the error hook routine is enabled by the following attributes:

- COMUSEGETSERVICEID
- COMUSEPARAMETERACCESS

The default value for these parameters is FALSE.

3.2.11.3 COMSTARTCOMEXTENSION

The COMSTARTCOMEXTENSION attribute defines whether the user-supplied function *StartCOMExtension* is called from the OSEK COM function *StartCOM*.

The function is called if the value is set to TRUE. The function is not called if the value is set to FALSE, which is the default value for this attribute.

3.2.11.4 COMAPPMODE

The COMAPPMODE attribute lists all COM application modes that are supported.

This attribute is of type STRING and can have multiple values.

3.2.11.5 COMSTATUS

The COMSTATUS attribute defines the level of error checking.

This attribute is of type ENUM. Extended error checking is done if the value of COMSTATUS is set to COMEXTENDED. Standard error checking is done if the value of COMSTATUS is set to COMSTANDARD, which is the default value.

3.2.11.6 Example

```
COM ExampleCOM {
   COMTIMEBASE = 0.001;
   COMERRORHOOK = TRUE;
   COMUSEGETSERVICEID = FALSE;
   COMUSEPARAMETERACCESS = FALSE;
   COMSTARTCOMEXTENSION = FALSE;
   COMAPPMODE = "COMNormalMode";
   COMAPPMODE = "COMDiagnosticMode";
   COMSTATUS = COMEXTENDED;
};
```

3.2.12 IPDU

3.2.12.1 SIZEINBITS

The SIZEINBITS attribute specifies the length of an IPDU in bits. This attribute is of type UINT32.

3.2.12.2 IPDUPROPERTY

The IPDUPROPERTY attribute is of type ENUM and describes the direction of the IPDU transfer. Possible values are:

- SENT
- RECEIVED

3.2.12.3 TRANSMISSIONMODE

The TRANSMISSIONMODE attribute specifies the transmission mode. This attribute is of type ENUM. Possible values are:

- PERIODIC
- DIRECT
- MIXED

TRANSMISSIONMODE is a sub-attribute of IPDUPROPERTY = SENT.

3.2.12.4 TIMEPERIOD

The TIMEPERIOD attribute defines, depending on the chosen transmission mode, the parameter I_TMP_TPD or I_TMM_TPD. This attribute is of type UINT64. The unit of the TIMEPERIOD parameter is multiples of the COM time base.

TIMEPERIOD is a sub-attribute of TRANSMISSIONMODE = PERIODIC and TRANSMISSIONMODE = MIXED.

3.2.12.5 TIMEOFFSET

The TIMEOFFSET attribute defines, depending on the chosen transmission mode, the parameter I_TMP_TOF or I_TMM_TOF. This attribute is of type UINT64. The unit of the TIMEOFFSET parameter is multiples of the COM time base.

The value AUTO is the default value for this attribute and means that TIMEOFFSET assumes the same value as TIMEPERIOD.

TIMEOFFSET is a sub-attribute of TRANSMISSIONMODE = PERIODIC and TRANSMISSIONMODE = MIXED.

3.2.12.6 MINIMUMDELAYTIME

The MINIMUMDELAYTIME attribute specifies, depending on the chosen transmission mode, the parameter I_TMD_MDT or I_TMM_MDT. This attribute is of type UINT64. The unit of the MINIMUMDELAYTIME parameter is multiples of the COM time base.

The default value for MINIMUMDELAYTIME is 0, which means that no minimum delay time is enforced.

MINIMUMDELAYTIME is a sub-attribute of TRANSMISSIONMODE = DIRECT and TRANSMISSIONMODE = MIXED.

3.2.12.7 TIMEOUT

The TIMEOUT attribute defines, depending on the chosen IPDU property and, if IPDUPROPERTY = SENT, on the chosen transmission mode, the parameter I_DM_RX_TO, I_DM_TMD_TO, I_DM_TMP_TO or I_DM_TMM_TO.

This attribute is of type UINT64. The unit of the TIMEOUT parameter is multiples of the COM time base. The notification of an IPDU timeout takes place per message.

The default value for TIMEOUT is 0, which is interpreted as no timeout.

3.2.12.8 FIRSTTIMEOUT

The FIRSTTIMEOUT attribute specifies, if IPDUPROPERTY = RECEIVED, the parameter I_DM_FRX_TO. This attribute is of type UINT64. The unit of the FIRSTTIMEOUT parameter is multiples of the COM time base.

The value AUTO is the default value for this attribute and means that FIRSTTIMEOUT assumes the same value as TIMEOUT.

FIRSTTIMEOUT is a sub-attribute of IPDUPROPERTY = RECEIVED.

3.2.12.9 IPDUCALLOUT

The IPDUCALLOUT attribute defines the name of the IPDU callout routine. The default value corresponds to no callout specified. This attribute is of type STRING.

3.2.12.10 LAYERUSED

The LAYERUSED attribute defines the underlying layer that is used. The default value corresponds to no underlying layer specified. This attribute is of type STRING.

3.2.12.11 Example

```
IPDU mySendIPDU {
      SIZEINBITS = 64;
      IPDUPROPERTY = SENT {
           TRANSMISSIONMODE = PERIODIC {
               TIMEPERIOD = 2;
               TIMEOFFSET = 100;
           };
           MINIMUMDELAYTIME = 0;
           TIMEOUT = 250;
      };
      IPDUCALLOUT = "";
      LAYERUSED = "network";
};

IPDU myReceiveIPDU {
      SIZEINBITS = 64;
      IPDUPROPERTY = RECEIVED {
            TIMEOUT = 250;
            FIRSTTIMEOUT = 100;

      };
      IPDUCALLOUT = "";
      LAYERUSED = "network";
};
```

3.2.13 NM

NM objects represent the network management sub-system. No standard attributes are defined for the NM object.

4 Definition of a particular implementation

OIL is intended to be used for the description of applications in any OSEK implementation. The implementation definition describes a set of attributes for each object and valid values for these attributes. All standard attributes must be defined here. For standard attributes, the implementation definition can only limit the value range, but in no case extend the value range or change the value type. Optional attributes must specify a default value, AUTO (if defined WITH_AUTO), or NO_DEFAULT.

4.1 Attribute types

Any implementation-specific attribute has to be defined before it is used.

The attribute type and attribute value range (if it exists) has to be defined. The range of attribute values can be defined in two ways: either the minimum and maximum allowed attribute values are defined (the [0..12] style) or the list of possible attribute values is presented. A mix of both is not allowed.

The WITH_AUTO specifier can be combined with any attribute type except for references. If WITH_AUTO is specified the attribute can have the value AUTO and the possibility of automatic assignment by an off-line tool.

OIL data types are listed below. Note that these data types are not necessarily the same as the corresponding C data types.

4.1.1 UINT32

Any unsigned integer number (possibly restricted to a range of numbers, see <impl_attr_def> section 5.1).

```
UINT32 [1..255] NON_SUSPENDED_TASKS;
UINT32 [0,2,3,5] FreeInterrupts;
UINT32 aNumber;
```

This data type allows expressing any 32-bit value in the range of $[0..(2^{32}-1)]$.

4.1.2 INT32

Any signed integer number in the range of $[-2^{31}..(2^{31}-1)]$.

4.1.3 UINT64

Any unsigned integer number in the range $[0..(2^{64}-1)]$

4.1.4 INT64

Any signed integer number in the range [$-2^{63}..(2^{63}-1)$].

4.1.5 FLOAT

Any floating point number according to IEEE-754 standard (Range: +/- 1,176E-38 to +/- 3,402E+38).

```
FLOAT [1.0 .. 25.3] ClockFrequency; // Clock frequency in MHz
```

4.1.6 ENUM

ENUM defines a list of ISO/ANSI-C enumerators. Any enumerator from this list can be assigned to an attribute of the according type.

```
ENUM [NON, FULL] SCHEDULE;
ENUM [mon, tue, wed, thu, fri] myWeek;
```

ENUM types can be parameterised, i.e. the particular enumerators can have parameters. The parameter specification is denoted in curly braces after the enumerator. Any kind of attribute type is allowed as parameter of an enumerator.

```
ENUM [
   ACTIVATETASK {TASK_TYPE TASK;},
   SETEVENT {TASK_TYPE TASK; EVENT_TYPE EVENT;}
] ACTION;
```

4.1.7 BOOLEAN

An attribute of this type can take the values TRUE and FALSE.

```
BOOLEAN DontDoIt;
...
DontDoIt = FALSE;
```

BOOLEAN types can be parameterised, i.e. the particular Boolean values can have parameters. Parameter specifications are denoted in curly braces after an explicit enumeration of the Boolean values. Any kind of attribute type is allowed as parameter of a Boolean value.

```
BOOLEAN [
   TRUE {TASK_TYPE TASK; EVENT_TYPE EVENT;},
   FALSE {TASK_TYPE TASK;}
] IsEvent;
```

4.1.8 STRING

Any 8-bit character sequence enclosed in double-quotes, but not containing double-quotes, can be assigned to this attribute.

4.2 Reference Types

A reference type is a data type that refers to an OIL object, e.g. to a TASK object, to an EVENT object, to an ALARM object, etc.

Reference types can be used to establish links between objects, e.g. within an ALARM object description a reference type attribute can refer to the TASK object that is to be activated by the alarm.

The definition of a reference type specifies which type of object is referred to, e.g. the referenced objects are of type TASK, of type EVENT, of type ALARM, etc.

The reference type is taken from the referenced object (e.g., a reference to a task shall use the TASK_TYPE keyword as reference type). A reference can refer to any object.

A single reference type refers to exactly one object.

A definition of a single reference type consists of the object type to be referred followed by the symbolic name of the reference type being defined.

4.3 Multiple values

It is possible to use one attribute name to refer to a set of values of the same type. The set may be empty. For example, the EVENT attribute of a TASK object can refer to a set of events. Multiple values are allowed for all types.

A definition of a multiple reference type consists of the object type to be referred followed by the symbolic name of the reference type being defined followed by an empty pair of brackets '[]'.

Example: `EVENT_TYPE MYEVENTS[];`

A definition of a multiple attribute is the symbolic name followed by an empty pair of brackets '[]'.

Example: `INT32 InterruptNumber[];`

4.4 Example

The implementation can define some additional attributes for an OIL object or restrict the value range of standard attributes.

The example below shows:

1. The limitation of the ENUM value range for the standard OS attribute STATUS.
2. The definition of an implementation-specific attribute NON_SUSPENDED_TASKS of type UINT32 with a value range.
3. The limitation of the UINT32 value range for the standard task attribute PRIORITY.
4. The default value for StackSize is set to 16.

5. The limitation of the ENUM value range for the standard alarm attribute ACTION.
6. The definition of an implementation-specific attribute START of type BOOLEAN for alarms.
7. The definition of an implementation-specific attribute ITEMTYPE of type STRING for messages.
8. The definition of a reference to MESSAGE objects for ISRs.
9. The possible usage of the defined or modified attributes in the application definition.
10. Separation of the object MyTask1 into two definitions.

```
IMPLEMENTATION SpecialOS {
   OS {

      ENUM [EXTENDED] STATUS;

      UINT32 [1..255] NON_SUSPENDED_TASKS = 16;
      ...
   };

   TASK {
      UINT32 [1 .. 256] PRIORITY;    // define range of standard
                                     // attribute PRIORITY

      INT32 StackSize= 16;           // stacksize in bytes for a task
      ...
   };


   ALARM {
      ENUM [ACTIVATETASK {TASK_TYPE TASK;}] ACTION;
      // define possible value(s) of standard attribute ACTION
      BOOLEAN START = FALSE;  // define implementation-specific
                              // attribute START of type BOOLEAN
      ...
   };


   MESSAGE {
      STRING ITEMTYPE = "";          // define implementation-specific
                                     // attribute ITEMTYPE of type STRING
      ...
};


   ISR {
      MESSAGE_TYPE RCV_MESSAGES[] = NO_DEFAULT;
                                     // define implementation-specific
                                     // attribute RCV_MESSAGES of type
                                     // 'multiple reference to objects
                                     // of type MESSAGE'
      ...
   };


}; // End IMPLEMENTATION SpecialOS


CPU ExampleCPU {
```

```
   OS MyOs {
      ...
   };

   TASK MyTask1 {
      PRIORITY = 17;
      ...
   };
   TASK MyTask1 {
      StackSize = 64;
      ...
   };
   ALARM MyAlarm1 {
      ACTION = ACTIVATETASK {
         TASK = MyTask1;
      };
      START = TRUE;
      ...
   };
   MESSAGE MyMsg1 {
      ITEMTYPE = "SensorData";
      ...
   };
   MESSAGE MyMsg2 {
      ITEMTYPE = "Acknowledge";
      ...
   };
   ISR MyIsr1 {
      RCV_MESSAGES = MyMsg1;
      RCV_MESSAGES = MyMsg2;
      ...
   };
}; // End CPU ExampleCPU
```

This example is not a complete OIL file therefore the ellipses represent missing parts.

5 Syntax and default definition

5.1 Syntax of OIL

The OIL file has the following structure:

```
<file> ::=
      <OIL_version>
      <implementation_definition>
      <application_definition>

<OIL_version> ::=
      "OIL_VERSION" "=" <version> <description> ";"

<version> ::= <string>

<implementation_definition> ::=
      "IMPLEMENTATION" <name> "{" <implementation_spec_list> "}"
      <description> ";"

<implementation_spec_list> ::=
      <implementation_spec>
      | <implementation_spec_list> <implementation_spec>

<implementation_spec> ::=
      <object> "{" <implementation_list> "}" <description> ";"

<object> ::=
      "OS" | "TASK" | "COUNTER" | "ALARM" | "RESOURCE" | "EVENT" | "ISR"
      | "MESSAGE" | "COM" | "NM" | "APPMODE" | "IPDU"

<implementation_list> ::=
        /* empty list */
      | <implementation_def>
      | <implementation_list> <implementation_def>

<implementation_def> ::= <impl_attr_def> | <impl_ref_def>

<impl_attr_def> ::=
      "UINT32" <auto_specifier> <number_range> <attribute_name>
```

```
                <multiple_specifier><default_number> <description> ";"
      | "INT32" <auto_specifier> <number_range> <attribute_name>
                <multiple_specifier> <default_number> <description> ";"
      | "UINT64" <auto_specifier> <number_range> <attribute_name>
                <multiple_specifier> <default_number> <description> ";"
      | "INT64" <auto_specifier> <number_range> <attribute_name>
                <multiple_specifier> <default_number>  <description> ";"
      | "FLOAT" <auto_specifier> <float_range> <attribute_name>
                <multiple_specifier> <default_float>  <description> ";"
      | "ENUM" <auto_specifier> <enumeration> <attribute_name>
                <multiple_specifier> <default_name>  <description> ";"
      | "STRING" <auto_specifier> <attribute_name>
                <multiple_specifier> <default_string>  <description> ";"
      | "BOOLEAN" <auto_specifier> <bool_values> <attribute_name>
                <multiple_specifier> <default_bool>  <description> ";"

<impl_parameter_list> ::=
      /* empty definition */
      |"{" <impl_def_list> "}"

<impl_def_list> ::=
      /* empty definition */
      | <implementation_def>
      | <implementation_def> <impl_def_list>

<auto_specifier> ::=
      /* empty definition */
      | "WITH_AUTO"

<number_range> ::=
      /* empty definition */
      | "[" <number> ".." <number> "]"
      | "[" <number_list> "]"

<number_list> ::=
      <number> | <number_list> "," <number>

<default_number> ::=
      /* empty definition */
      | "=" <number> | "=" "NO_DEFAULT" | "=" "AUTO"
```

```
<description> ::=
      /* empty definition */
      | ":" <string>

<float_range> ::=
      /* empty definition */
      | "[" <float> ".." <float> "]"

<default_float> ::=
      /* empty definition */
      | "=" <float> | "=" "NO_DEFAULT" | "=" "AUTO"

<enumeration> ::=
      "[" <enumerator_list> "]"

<enumerator_list> ::=
      <enumerator>
      | <enumerator_list> "," <enumerator>

<enumerator> ::=
        <name> <description>
      | <name> <impl_parameter_list> <description>

<bool_values> ::=
      /* empty definition */
      | "[" "TRUE" <impl_parameter_list> <description> ","
              "FALSE" <impl_parameter_list> <description> "]"

<default_name> ::=
      /* empty definition */
      | "=" <name> | "=" "NO_DEFAULT" | "=" "AUTO"

<default_string> ::=
      /* empty definition */
      | "=" <string> | "=" "NO_DEFAULT" | "=" "AUTO"

<default_bool> ::=
      /* empty definition */
      | "=" <boolean> | "=" "NO_DEFAULT" | "=" "AUTO"
```

```
<impl_ref_def> ::=
      <object_ref_type> <reference_name> <multiple_specifier> <description>
      ";"

<object_ref_type> ::=
      "OS_TYPE" | "TASK_TYPE" | "COUNTER_TYPE" | "ALARM_TYPE"
      | "RESOURCE_TYPE" | "EVENT_TYPE" | "ISR_TYPE"
      | "MESSAGE_TYPE" | "COM_TYPE" | "NM_TYPE" | "APPMODE_TYPE"
      | "IPDU_TYPE"

<reference_name> ::= <name> | <object>

<multiple_specifier> ::=
      /* empty definition */
      | "[" "]"

<application_definition> ::=
      "CPU" <name> "{" <object_definition_list> "}" <description> ";"

<object_definition_list> ::=
      /* empty definition */
      | <object_definition>
      | <object_definition_list> <object_definition>

<object_definition> ::=
      <object_name> <description> ";"
      | <object_name> "{" <parameter_list> "}" <description> ";"

<object_name> ::= <object> <name>

<parameter_list> ::=
      /* empty definition */
      | <parameter>
      | <parameter_list> <parameter>

<parameter> ::=
      <attribute_name> "=" <attribute_value> <description> ";"

<attribute_name> ::= <name> | <object>
```

```
<attribute_value> ::=
      <name>
      | <name> "{" <parameter_list> "}"
      | <boolean>
      | <boolean> "{" <parameter_list> "}"
      | <number>
      | <float>
      | <string>
      | "AUTO"

<name> ::= Name

<string> ::= String
<boolean> ::= "FALSE" | "TRUE"

<number> ::= <dec_number> | <hex_number>

<dec_number>  ::=
      <sign> <int_digits>

<sign> ::=
      /* empty definition */
      | "+"
      | "-"

<int_digits> ::=
      <zero_digit>
      | <pos_digit>
      | <pos_digit> <dec_digits>

<dec_digits> ::=
      | <dec_digit>
      | <dec_digit> <dec_digits>

<float> ::=
      <sign> <dec_digits> "." <dec_digits> <exponent>

<exponent> ::=
      /* empty definition */
```

```
      | "e" <sign> <dec_digits>
      | "E" <sign> <dec_digits>

<zero_digit> ::=
      "0"

<pos_digit> ::=
      "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"

<dec_digit> ::= <zero_digit> | <pos_digit>

<hex_number> ::= "0x" <hex_digits>

<hex_digits> ::=
      <hex_digit>
      | <hex_digit> <hex_digits>

<hex_digit> ::=
      "A" | "B" | "C" | "D" | "E" | "F"
      | "a" | "b" | "c" | "d" | "e" | "f"
      | "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"
```

5.2 Default definition of OIL objects and standard attributes

The definition of standard attribute types and parameters can be presented in the following form[3]:

```
IMPLEMENTATION Standard {

      OS {
            ENUM [STANDARD, EXTENDED] STATUS;
            BOOLEAN STARTUPHOOK;
            BOOLEAN ERRORHOOK;
            BOOLEAN SHUTDOWNHOOK;
            BOOLEAN PRETASKHOOK;
            BOOLEAN POSTTASKHOOK;
            BOOLEAN USEGETSERVICEID;
            BOOLEAN USEPARAMETERACCESS;
            BOOLEAN USERESSCHEDULER = TRUE;
      };

      APPMODE {
      };

      TASK {
            BOOLEAN [
               TRUE
               {
                   APPMODE_TYPE APPMODE[];
               },
               FALSE
            ] AUTOSTART;
            UINT32 PRIORITY;
            UINT32 ACTIVATION;
            ENUM [NON, FULL] SCHEDULE;
            EVENT_TYPE EVENT[];
            RESOURCE_TYPE RESOURCE[];
            MESSAGE_TYPE MESSAGE[];
      };

      ISR {
            UINT32 [1, 2] CATEGORY;
            RESOURCE_TYPE RESOURCE[];
            MESSAGE_TYPE MESSAGE[];
      };

      COUNTER {
            UINT32 MINCYCLE;
            UINT32 MAXALLOWEDVALUE;
            UINT32 TICKSPERBASE;
      };

      ALARM {
            COUNTER_TYPE COUNTER;
            ENUM [
                  ACTIVATETASK {TASK_TYPE TASK;},
                  SETEVENT {TASK_TYPE TASK; EVENT_TYPE EVENT;}
                  ALARMCALLBACK {STRING ALARMCALLBACKNAME;}
            ] ACTION;
```

[3] Ordering of the elements is free.

```
      BOOLEAN [
         TRUE
         {
            UINT32 ALARMTIME;
            UINT32 CYCLETIME;
            APPMODE_TYPE APPMODE[];
         },
         FALSE
      ] AUTOSTART;
};

EVENT {
      UINT32 WITH_AUTO MASK;
};

RESOURCE {
      ENUM [
         STANDARD,
         LINKED {
            RESOURCE_TYPE LINKEDRESOURCE;
         },
         INTERNAL
      ] RESOURCEPROPERTY;
};

MESSAGE {
      ENUM [
         SEND_STATIC_INTERNAL {
            STRING CDATATYPE;
         },
         SEND_STATIC_EXTERNAL {
            STRING CDATATYPE;
            ENUM [
               TRIGGERED,
               PENDING
            ] TRANSFERPROPERTY;
            IPDU_TYPE IPDU;
            UINT32 BITPOSITION;
            UINT32 SIZEINBITS;
            BOOLEAN SWAPBYTES = FALSE;
            ENUM [
               ALWAYS,
               NEVER,
               MASKEDNEWEQUALSX {
                   UINT64 MASK;
                   UINT64 X;
               },
               MASKEDNEWDIFFERSX {
                   UINT64 MASK;
                   UINT64 X;
               },
               NEWISEQUAL,
               NEWISDIFFERENT,
               MASKEDNEWEQUALSMASKEDOLD {
                   UINT64 MASK;
```

```
      },
      MASKEDNEWDIFFERSMASKEDOLD {
          UINT64 MASK;
      },
      NEWISWITHIN {
          UINT64 MIN;
          UINT64 MAX;
      },
      NEWISOUTSIDE {
          UINT64 MIN;
          UINT64 MAX;
      },
      NEWISGREATER,
      NEWISLESSOREQUAL,
      NEWISLESS,
      NEWISGREATEROREQUAL,
      ONEEVERYN {
          UINT64 PERIOD;
          UINT64 OFFSET;
      }
   ] FILTER = ALWAYS;
   STRING NETWORKORDERCALLOUT = "";
   STRING CPUORDERCALLOUT = "";
   UINT64 INITIALVALUE = 0;
},
SEND_DYNAMIC_EXTERNAL {
   ENUM [
      TRIGGERED,
      PENDING
   ] TRANSFERPROPERTY;
   IPDU_TYPE IPDU;
   UINT32 BITPOSITION;
   UINT32 MAXIMUMSIZEINBITS;
   STRING NETWORKORDERCALLOUT = "";
   STRING CPUORDERCALLOUT = "";
   UINT64 INITIALVALUE = 0;
},
SEND_ZERO_INTERNAL {
},
SEND_ZERO_EXTERNAL {
   IPDU_TYPE IPDU;
   STRING NETWORKORDERCALLOUT = "";
   STRING CPUORDERCALLOUT = "";
},
RECEIVE_ZERO_INTERNAL {
   MESSAGE_TYPE SENDINGMESSAGE;
},
RECEIVE_ZERO_EXTERNAL {
   IPDU_TYPE IPDU;
   STRING NETWORKORDERCALLOUT = "";
   STRING CPUORDERCALLOUT = "";
},
RECEIVE_UNQUEUED_INTERNAL {
```

```
      MESSAGE_TYPE SENDINGMESSAGE;

      ENUM [

         ALWAYS,
         NEVER,

         MASKEDNEWEQUALSX {
             UINT64 MASK;
             UINT64 X;
         },

         MASKEDNEWDIFFERSX {
             UINT64 MASK;
             UINT64 X;
         },

         NEWISEQUAL,
         NEWISDIFFERENT,

         MASKEDNEWEQUALSMASKEDOLD {
             UINT64 MASK;
         },

         MASKEDNEWDIFFERSMASKEDOLD {
             UINT64 MASK;
         },

         NEWISWITHIN {
             UINT64 MIN;
             UINT64 MAX;
         },

         NEWISOUTSIDE {
             UINT64 MIN;
             UINT64 MAX;
         },

         NEWISGREATER,
         NEWISLESSOREQUAL,
         NEWISLESS,
         NEWISGREATEROREQUAL,

         ONEEVERYN {
             UINT64 PERIOD;
             UINT64 OFFSET;
         }

      ] FILTER = ALWAYS;

      UINT64 INITIALVALUE = 0;
   },

   RECEIVE_QUEUED_INTERNAL {

      MESSAGE_TYPE SENDINGMESSAGE;

      ENUM [

         ALWAYS,
         NEVER,

         MASKEDNEWEQUALSX {
             UINT64 MASK;
             UINT64 X;
         },

         MASKEDNEWDIFFERSX {
             UINT64 MASK;
             UINT64 X;
         },
```

```
        NEWISEQUAL,
        NEWISDIFFERENT,
        MASKEDNEWEQUALSMASKEDOLD {
            UINT64 MASK;
        },
        MASKEDNEWDIFFERSMASKEDOLD {
            UINT64 MASK;
        },
        NEWISWITHIN {
            UINT64 MIN;
            UINT64 MAX;
        },
        NEWISOUTSIDE {
            UINT64 MIN;
            UINT64 MAX;
        },
        NEWISGREATER,
        NEWISLESSOREQUAL,
        NEWISLESS,
        NEWISGREATEROREQUAL,
        ONEEVERYN {
            UINT64 PERIOD;
            UINT64 OFFSET;
        }
    ] FILTER = ALWAYS;
    UINT32 QUEUESIZE;
} ,
RECEIVE_UNQUEUED_EXTERNAL {
    STRING CDATATYPE;
    ENUM [
        ALWAYS,
        NEVER,
        MASKEDNEWEQUALSX {
            UINT64 MASK;
            UINT64 X;
        },
        MASKEDNEWDIFFERSX {
            UINT64 MASK;
            UINT64 X;
        },
        NEWISEQUAL,
        NEWISDIFFERENT,
        MASKEDNEWEQUALSMASKEDOLD {
            UINT64 MASK;
        },
        MASKEDNEWDIFFERSMASKEDOLD {
            UINT64 MASK;
        },
        NEWISWITHIN {
            UINT64 MIN;
            UINT64 MAX;
        },
```

```
        NEWISOUTSIDE {
            UINT64 MIN;
            UINT64 MAX;
        },
        NEWISGREATER,
        NEWISLESSOREQUAL,
        NEWISLESS,
        NEWISGREATEROREQUAL,
        ONEEVERYN {
            UINT64 PERIOD;
            UINT64 OFFSET;
        }
    ] FILTER = ALWAYS;
    BOOLEAN [
        TRUE {
            MESSAGE_TYPE RECEIVEMESSAGE;
         },
        FALSE {
            IPDU_TYPE IPDU;
            UINT32 BITPOSITION;
            UINT32 SIZEINBITS;
            BOOLEAN SWAPBYTES = FALSE;
            STRING NETWORKORDERCALLOUT = "";
            STRING CPUORDERCALLOUT = "";
        }
    ] LINK;
    UINT64 INITIALVALUE = 0;
},
RECEIVE_QUEUED_EXTERNAL {
    STRING CDATATYPE;
    UINT32 QUEUESIZE;
    ENUM [
        ALWAYS,
        NEVER,
        MASKEDNEWEQUALSX {
            UINT64 MASK;
            UINT64 X;
        },
        MASKEDNEWDIFFERSX {
            UINT64 MASK;
            UINT64 X;
        },
        NEWISEQUAL,
        NEWISDIFFERENT,
        MASKEDNEWEQUALSMASKEDOLD {
            UINT64 MASK;
        },
        MASKEDNEWDIFFERSMASKEDOLD {
            UINT64 MASK;
        },
        NEWISWITHIN {
            UINT64 MIN;
```

```
            UINT64 MAX;
        },
        NEWISOUTSIDE {
            UINT64 MIN;
            UINT64 MAX;
        },
        NEWISGREATER,
        NEWISLESSOREQUAL,
        NEWISLESS,
        NEWISGREATEROREQUAL,
        ONEEVERYN {
            UINT64 PERIOD;
            UINT64 OFFSET;
        }
    ] FILTER = ALWAYS;
    BOOLEAN [
        TRUE {
            MESSAGE_TYPE RECEIVEMESSAGE;
         },
        FALSE {
            IPDU_TYPE IPDU;
            UINT32 BITPOSITION;
            UINT32 SIZEINBITS;
            BOOLEAN SWAPBYTES = FALSE;
            STRING NETWORKORDERCALLOUT = "";
            STRING CPUORDERCALLOUT = "";
        }
    ] LINK;
},
RECEIVE_DYNAMIC_EXTERNAL {
    BOOLEAN [
        TRUE {
            MESSAGE_TYPE RECEIVEMESSAGE;
         },
        FALSE {
            IPDU_TYPE IPDU;
            UINT32 BITPOSITION;
            UINT32 MAXIMUMSIZEINBITS;
            STRING NETWORKORDERCALLOUT = "";
            STRING CPUORDERCALLOUT = "";
        }
    ] LINK;
    UINT64 INITIALVALUE = 0;
},
RECEIVE_ZERO_SENDERS {
    STRING CDATATYPE;
    UINT64 INITIALVALUE = 0;
}
] MESSAGEPROPERTY;
```

```
        ENUM [
           NONE,
           ACTIVATETASK {
              TASK_TYPE TASK;
           },
           SETEVENT {
              TASK_TYPE TASK;
              EVENT_TYPE EVENT;
           },
           COMCALLBACK {
              STRING CALLBACKROUTINENAME;
              MESSAGE_TYPE MESSAGE[];
           },
           FLAG {
              STRING FLAGNAME;
           },
           INMCALLBACK {
              STRING WITH_AUTO CALLBACKROUTINENAME;
              UINT32 WITH_AUTO MONITOREDIPDU;
           }
        ] NOTIFICATION = NONE;


        ENUM [
           NONE,
           ACTIVATETASK {
              TASK_TYPE TASK;
           },
           SETEVENT {
              TASK_TYPE TASK;
              EVENT_TYPE EVENT;
           },
           COMCALLBACK {
              STRING CALLBACKROUTINENAME;
              MESSAGE_TYPE MESSAGE[];
           },
           FLAG {
              STRING FLAGNAME;
           },
           INMCALLBACK {
              STRING WITH_AUTO CALLBACKROUTINENAME;
              UINT32 WITH_AUTO MONITOREDIPDU;
           }
        ] NOTIFICATIONERROR = NONE;
};

COM {
        FLOAT COMTIMEBASE = 0.001;
        BOOLEAN COMERRORHOOK = FALSE;
        BOOLEAN COMUSEGETSERVICEID = FALSE;
        BOOLEAN COMUSEPARAMETERACCESS = FALSE;
        BOOLEAN COMSTARTCOMEXTENSION = FALSE;
        STRING COMAPPMODE[];
        ENUM [
```

```
                COMSTANDARD,
                COMEXTENDED
            ] COMSTATUS = COMSTANDARD;
        };

        IPDU {
            UINT32 SIZEINBITS;
            ENUM [
                SENT {
                    ENUM [
                        DIRECT {
                            UINT64 MINIMUMDELAYTIME = 0;
                        },
                        PERIODIC {
                            UINT64 TIMEPERIOD;
                            UINT64 WITH_AUTO TIMEOFFSET = AUTO;
                        },
                        MIXED {
                            UINT64 TIMEPERIOD;
                            UINT64 WITH_AUTO TIMEOFFSET = AUTO;
                            UINT64 MINIMUMDELAYTIME = 0;
                        }
                    ] TRANSMISSIONMODE;
                    UINT64 TIMEOUT = 0;
                },
                RECEIVED {
                    UINT64 TIMEOUT = 0;
                    UINT64 WITH_AUTO FIRSTTIMEOUT = AUTO;
                }
            ] IPDUPROPERTY;
            STRING IPDUCALLOUT = "";
            STRING LAYERUSED = "";
        };

        NM {
        };

};
```

5.2.1 Subset for internal communication (CCCA and CCCB only)

This subset is different from the full definition in the following objects:

- MESSAGE object (changes),
- COM object (changes),
- IPDU object (removed).

```
IMPLEMENTATION Standard {

      OS {
            ENUM [STANDARD, EXTENDED] STATUS;
            BOOLEAN STARTUPHOOK;
            BOOLEAN ERRORHOOK;
            BOOLEAN SHUTDOWNHOOK;
            BOOLEAN PRETASKHOOK;
            BOOLEAN POSTTASKHOOK;
            BOOLEAN USEGETSERVICEID;
            BOOLEAN USEPARAMETERACCESS;
            BOOLEAN USERESSCHEDULER = TRUE;
      };

      APPMODE {
      };

      TASK {
            BOOLEAN [
               TRUE
               {
                   APPMODE_TYPE APPMODE[];
               },
               FALSE
            ] AUTOSTART;
            UINT32 PRIORITY;
            UINT32 ACTIVATION;
            ENUM [NON, FULL] SCHEDULE;
            EVENT_TYPE EVENT[];
            RESOURCE_TYPE RESOURCE[];
            MESSAGE_TYPE MESSAGE[];
      };

      ISR {
            UINT32 [1, 2] CATEGORY;
            RESOURCE_TYPE RESOURCE[];
            MESSAGE_TYPE MESSAGE[];
      };

      COUNTER {
            UINT32 MINCYCLE;
            UINT32 MAXALLOWEDVALUE;
            UINT32 TICKSPERBASE;
      };

      ALARM {
            COUNTER_TYPE COUNTER;
```

```
      ENUM [
            ACTIVATETASK {TASK_TYPE TASK;},
            SETEVENT {TASK_TYPE TASK; EVENT_TYPE EVENT;}
            ALARMCALLBACK {STRING ALARMCALLBACKNAME;}
      ] ACTION;

      BOOLEAN [
         TRUE
         {
            UINT32 ALARMTIME;
            UINT32 CYCLETIME;
            APPMODE_TYPE APPMODE[];
         },
         FALSE
      ] AUTOSTART;
};

EVENT {
      UINT32 WITH_AUTO MASK;
};

RESOURCE {

      ENUM [
         STANDARD,
         LINKED {
            RESOURCE_TYPE LINKEDRESOURCE;
         },
         INTERNAL
      ] RESOURCEPROPERTY;
};

MESSAGE {

      ENUM [

         SEND_STATIC_INTERNAL {
            STRING CDATATYPE;
         },

         RECEIVE_UNQUEUED_INTERNAL {
            MESSAGE_TYPE SENDINGMESSAGE;
            UINT64 INITIALVALUE = 0;
         },

         RECEIVE_QUEUED_INTERNAL {
            MESSAGE_TYPE SENDINGMESSAGE;
            UINT32 QUEUESIZE;
         }

      ] MESSAGEPROPERTY;


      ENUM [

         NONE,

         ACTIVATETASK {
            TASK_TYPE TASK;
         },

         SETEVENT {
            TASK_TYPE TASK;
            EVENT_TYPE EVENT;
         },
```

```
                COMCALLBACK {
                   STRING CALLBACKROUTINENAME;
                   MESSAGE_TYPE MESSAGE[];
                },
                FLAG {
                   STRING FLAGNAME;
                }
          ] NOTIFICATION = NONE;
    };

    COM {
          BOOLEAN COMERRORHOOK = FALSE;
          BOOLEAN COMUSEGETSERVICEID = FALSE;
          BOOLEAN COMUSEPARAMETERACCESS = FALSE;
          BOOLEAN COMSTARTCOMEXTENSION = FALSE;
          STRING COMAPPMODE[];
          ENUM [
                COMSTANDARD,
                COMEXTENDED
          ] COMSTATUS = COMSTANDARD;
    };

    NM {
    };

};
```

Appendix A Generator hints

All topics concerning generator hints are not part of the specification. They are recommendations.

Generator interface

Recommendations for system generator parameters

- parameter -a for accept unknown attributes (i.e. ignore attributes which are defined in the implementation-specific part of OIL but for which the generator has no rule)
- parameter -i for include paths
- parameter -f for command file
- parameter -r for generating resource statistics
- parameter -v for version
- parameter -t for test/verify

From the point of view of the user, all implementation-specific switches (of the generator) should be attributes of the matching OIL objects. This would allow the user to place all the implementation-specific information in the OIL file and not into command-line parameters.

Resource usage statistics

The system generator should provide to the user a breakdown of all system resources used by the application (e.g. number of tasks, priorities,...).

Naming convention for OIL files

For ease of use, the main OIL file should have the file extension *.OIL*. The extensions for other files that are included in the main OIL file are undefined.

Appendix B Changes in specifications

Changes from specification 1.0/2.0 to 2.1

The specifications 1.0/2.0 were no official versions, so no change description is provided.

Changes from specification 2.1 to 2.2

Resources

According to the OS specification 2.1, resources may be used in interrupt service routines. A standard attribute to reference a RESOURCE object was added.

Messages

The OS specification 2.1 refers to OSEK COM as two additional conformance classes for local message handling. Standard attributes for messages were added. References from TASKs and ISRs to messages were added, too.

COM

The COM object acquired two standard attributes. Additionally it was stated that the COM object may be defined only once.

Changes from specification 2.2 to 2.3

The following changes were made to support the new features of the OS specification 2.2.

ALARM

An AUTOSTART attribute was added to the ALARM object.

The ACTION attribute was amended with a third value, ALARMCALLBACK.

ISR

The ISR category 3 was removed.

RESOURCE

The RESOURCEPROPERTY attribute was introduced to handle the new concepts of linked and internal resources.

TASK

The AUTOSTART attribute was modified to support different application modes.

OS

New attributes USEGETSERVICEID and USEPARAMETERACCESS.

Changes from specification 2.3 to 2.4

- OS object: new attribute USERESSCHEDULER.
- MESSAGE object: definition of this object was completely re-written.
- COM object: definition of this object was completely re-written.
- IPDU object: definition of this object was added.
- TASK object / ISR object: ACCESSOR attribute was replaced by MESSAGE attribute.
- The concept of a subset for internal communication was introduced.
- Default values for standard attributes were introduced.

Changes from specification 2.4 to 2.4.1

- Small error corrections, but no changes in content.

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Appendix D History

Version	Date	Authors	
2.0	**December 16, 1997**		
		Jürgen Aminger	IBM GmbH
		Vladimir Belov	Motorola SPRL
		Jürgen Betzelt	Daimler-Benz AG
		Volker Ebner	Vector Informatik
		Bob France	Motorola SPS
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		Adam Jankowiak	Daimler-Benz AG
		Winfried Janz	Vector Informatik
		Helmar Kuder	Daimler-Benz AG
		Ansgar Maisch	University of Karlsruhe
		Rainer Müller	IBM GmbH
		Salvatore Parisi	Centro Ricerche Fiat
		Jochem Spohr	ATM Computer GmbH
		Stephan Steinhauer	Daimler-Benz AG
		Karl Westerholz	Siemens Semiconductors
		Andree Zahir	ETAS GmbH & Co. KG
2.1	**June 30, 1999**		
		Michael Barbehenn	Motorola
		Irina Bratanova	Motorola
		Manfred Geischeder	BMW
		Gerhard Göser	Siemens Automotive
		Andrea Hauth	3Soft
		Adam Jankowiak	DaimlerChrysler
		Winfried Janz	Vector Informatik
		Helmar Kuder	DaimlerChrysler
		Stefan Schimpf	ETAS
		Markus Schwab	Infineon
		Carsten Thierer	University of Karlsruhe
		Hans-Christian Wense	Motorola
		Andree Zahir	ETAS
2.2	**July 4, 2000**		
		Irina Bratanova	Motorola
		Manfred Geischedder	BMW
		Peter Großhans	IMH
		Hartmut Hörner	Vector
		Winfried Janz	Vector
		Walter Koch	Siemens
		Reiner Kriesten	IIIT, Uni Karlsruhe
		Jochem Spohr	IMH
2.3	**August 28, 2001**		
		OS working group	ISO
2.4	**December 2, 2002**		
		Oliver Bremicker	SiemensVDO Automotive
		Alexander Burst	ETAS
		Hartmut Hörner	Vector Informatik
		Robert Hugel	Bosch
		Winfried Janz	Vector
		Simone Kriso	ETAS
		Thomas Lutz	SiemensVDO Automotive
		Christophe Marchand	PSA Peugeot Citroën
		Gary Morgan	LiveDevices
		Maurice Mücke	Volkswagen
		Sven-Oliver Schneele	BMW
		Jochem Spohr	IMH
		Maxim Tchervinsky	Motorola
2.4.1	**January 23, 2003**		
		Oliver Bremicker	SiemensVDO Automotive
		Gary Morgan	LiveDevices
		Jochem Spohr	IMH