

Keep it structured

This is our recommendation for the set-up of modern software design. Here is an example of what the basic architecture of an application could look like with Embedded OO RTX instead of a main() Loop.

```
#include "Blinky.h"

static void Blinky_entDef(void * const me)
{
    me->rootState_active = Blinky_OFF;
    RXF_schedTm(me->rxfr_reactive.myTask, 300);
}

static RXFTakeEventStatus Blinky_dispatchEvent(void * const void_me,
short id)
{
    RXFTakeEventStatus res = eventNotConsumed;
    switch (me->rootState_active)
    {
        case Blinky_OFF:
            if(id == Timeout_id)
            {
                RXF_unschedTm(me->rxfr_reactive.myTask);
                me->rootState_active = Blinky_ON;
                RXF_schedTm(me->rxfr_reactive.myTask, 200);
                res = eventConsumed;
            }
            break;
        case Blinky_ON:
            if(id == Timeout_id)
            {
                RXF_unschedTm(me->rxfr_reactive.myTask);
                me->rootState_active = Blinky_OFF;
                RXF_schedTm(me->rxfr_reactive.myTask, 300);
                res = eventConsumed;
            }
    }
}
```

The advantages are perfectly obvious:

- Programming of time dependencies without hardware timer and interrupt handling
- Consistent time behavior for different degrees of system utilization (better extendability)
- Object-oriented interfaces rather than global variables for communication between concurrent parts of the systems (improved reusability and extendability)
- and many more

These features help development teams meet today's demands on most embedded applications and master ever increasing complexity.

Robustness – understandability – changeability – maintainability - reusability.



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Profile:

- 12 month warranty
- Delivery with source code.
- No royalties
- Supported target platforms see www.willert.de
- Price: 1.450,- Euro +VAT

The following is required for successfully using the product:

- Experience in using 'C' for embedded systems (proficient use of compiler/linker)
- Suitable knowledge of the target platform ('C' start-up configuration, memory mapping)
- Experience in using an RTOS and knowledge of the OO architectural design. Participation in our RTOS start-up training is strongly recommended
- PLEASE NOTE: If you have no experience in the OO architectural design of run-time architectures, we recommend you to use this product only in connection with Embedded UML Studio™.

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