

CANSwitch - Feature #514

Test arena generated handler structure

17.04.2024 18:26 - Maximilian Seesslen

Status:	Neu	Beginn:	17.04.2024
Priorität:	Normal	Abgabedatum:	
Zugewiesen an:	Maximilian Seesslen	% erledigt:	0%
Kategorie:		Geschätzter Aufwand:	0.00 Stunde
Zielversion:		Aufgewendete Zeit:	0.00 Stunde
CS Zielversion:			
Beschreibung Test arena generated handler structure For all features, UART must be disabled. ("No-Release"-Event is only send on nun-UART releases). Its ok, but confusing. Lets try some further shrink. Arena could generate handler structure. This would make thinks much easier. Biwak can just access handler directly. Changing bitrate on the fly would be possible. Biwaks code is not wasted with all the features a chip has. CANSwitch is a perfect candidate for testing this because release is quite stable. [20250205] Does not help. The binary size is even bigger. Current implementation already quite small. ST mixes init data with volatile runtime data making it impossible to create a constexpr struct for some reason (compiler issue?). <pre>constexpr volatile int i = 5; struct S1{ volatile int i1; }; constexpr S1 s1{ .i1{0}, };</pre>			

Historie

- #1 - 17.04.2024 18:27 - Maximilian Seesslen
- Übergeordnete Aufgabe wurde auf #502 gesetzt
- #2 - 05.02.2025 16:30 - Maximilian Seesslen
- Beschreibung aktualisiert