Subject: Re: Porting U++ to Blackfin DSP
Posted by kohait00 on Sat, 04 Jul 2009 22:30:53 GMT

Ok, Mirek,

done!!!, so far... testing needed, anyway, but i will do that soon.

down there is the source files archive, containing the changed sources against tonight's revision state, so normally just relplacing would do.

i tryed to stick to the rules i could see in code everywhere.

there are 10 files to be replaced in Core

it compiles well using GCC normal build mode AND it compiles well using the "BF537.bm" build method, which contains paths to mi local build root and tool chain.

the __thread problem was solved in that way:

Random.cpp: so far no need to initialize a random seed per thread, in BF we could live with that

in Mt.cpp: to indicate the per thread sMain as true, i placed the thread ids returned by pthread_self() in a static Index<pthread_t>, and later figured out, whaether the thread id is in there..BUG sourece!!! the Index cant shrink, no possibility to have a thread remove oneself's id from that Index, it will grow and grow with threads changing over time. but its a first shot

hope you can use it. i'll do
there is also a small test project, somehow i cant add it as second attachment, comes down there

UPDATE / BUGFIX: added the forgotten Mutex and made the static Index<pthread_t> remove thread ids in ~Thread

File Attachments
1) BF_port.tar.gz, downloaded 370 times