

## Task manager V. 1.0

### Descriptions

This function is launched every TIMER1 interrupt, by ENC\_RTC() function. It checks overrun task problems, and shifts the enable condition to the new task (TASK1 ..TASK10)

Syntax:	TaskManager()
Output parameters:	TASK0 ..TASK10, TASK0_STEP
Status:	COUNT_TASK

Code:  
void TaskManager()

```
{ noInterrupts();
/* The next instruction require interrupt disable. The following operation cover a bug note on PWM 1. With this set up the PWM 1 has 12 bit of resolution and its value use two byte. Has been noted that when low byte is set with 255, value the PWM is set at 100% ignoring the state of the high byte. For the MC_Out_PWM value equal to 255 the analogwrite is inhibited*/
if (MC_Out_PWM != 255)(analogWrite(PIN_PWM_OUT, MC_Out_PWM);) interrupts(); // Enable interrupt
switch (TASK0_STEP) // This version execute TASK0 in N°3 step
{
case 0: Task0_Step0(); break;
case 1: Task0_Step1(); break;
case 2: Task0_Step2(); break;
...
//case n: Task0_Stepn(); break;
}

TASK0 = false; // Flag reset at the end of the Task 0
switch (COUNT_TASK) // Executed every 500 micro second after execution of Task0
{
case 1: if (TASK1) { TASK1 = false;} break; // Start TestStatusInput(), SpeedControlMode()
case 2: if (TASK2) { TASK2 = false;} break; // Start StartADC()and conversion count pulses in mm
case 3: if (TASK3) { TASK3 = false;} break; // Used to send parameter to the PC monitor
case 4: if (TASK4) { TASK4 = false;} break; // Used to send parameter to the PC monitor
case 5: if (TASK5) { TASK5 = false;} break; // Used to send parameter to the PC monitor
case 6: if (TASK6) /* list instructions TASK 7 every 5 mSec */ TASK6 = false; break; // Available
case 7: if (TASK7) /* list instructions TASK 7 every 5 mSec */ TASK7 = false; break; // Available
case 8: if (TASK8) /* list instructions TASK 8 every 5 mSec */ TASK8 = false; break; // Available
case 9: if (TASK9) { TASK9 = false;} break; // Start In_Position(),EndStrokeStop()
case 10: if (TASK10){ TASK10(); TASK10 = false;} break; // Start MotorControl()
}
}
```

